FRANCESCO BOTTO

Software Engineer

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EDUCATION

Master of Science in Computer Science   Jan 2024 - Dec 2025
University of Illinois Chicago   *GPA: 3.72/4.00*

· TOP-UIC double degree program, awarded with scholarship and RA sponsorship.
· Neural Networks, Computer Vision, Cybersecurity, Artificial Intelligence, and Data Visualization.

Master of Science in Computer Engineering   Oct 2023 - Dec 2025
Politecnico di Torino   *GPA: 3.93/4.00*

· Software Engineering, Web Applications, Data Science, System Programming, Computer Graphics, Computer
Animation, and Computer Architectures.

Bachelor of Science in Computer Engineering   Oct 2020 - Oct 2023
Politecnico di Torino   *GPA: 3.7/4.00*

· Exchange program at Mississippi State University in Fall 2022, awarded with a scholarship.
· Object-Oriented Programming, Operating Systems, Computer Networks, Database Systems, and Statistics.

WORK EXPERIENCE

Data Management and Workflow Automation   Jan 2023 - May 2023
DENSO Thermal Systems   *Turin, Italy*

· Mastering management software, collaborating on workflow creation, enhancing user interfaces, and utilizing SQL
for data management and reporting to automate processes used in a business unit of 200+ employees.

RESEARCH EXPERIENCE

Research Assistant   Jan 2025 - Dec 2025
University of Illinois   *Chicago, United States*

· Designed and developed an end-to-end system for large-scale sensory data collection and analysis, including a
mobile app and an interactive visual analytics tool, validated on data from 50+ users.
· Collaborated with clinicians and researchers from the MD Anderson Cancer Center to define a standardized
multidimensional model and translate clinical needs into scalable technical solutions.

PUBLICATION

Flavor Charter: *Development of a Smartphone App for Quantifying Food Flavor*, Francesco Botto et al, pp.
1-8, IEEE Computer Society, International Conference on Data Mining (ICDM) 2025

PROJECTS

3D Scene Version Control System for Blender   2025

· Designed a Blender add-on implementing Git-like version control for 3D scenes, enabling commit-based versioning,
branching, merging, and selective object restoration through a cloud-backed architecture.

AI-Powered Chatbot   2024

· Built an AI-powered chatbot for AROL Company using RAG and NLP to enhance customer interactions and
support automation, processing data from 700+ industrial machines.

Multiplayer Game   2024

· Collaborated with a 4-person team to engineer a secure, real-time multiplayer game (70k+ LOC), developing
dynamic UI components and managing complex state using JavaScript, React, and WebSockets.

SKILLS

Prog. languages	JavaScript, Java, C, C++, Python, SQL, HTML, CSS, ARM, 8086
Frameworks	React Native, Expo, React.js, Vue.js , Node.js, Express.js, Pytorch, Firebase, D3.js
Languages	Italian (native), English (professional knowledge, IELTS 8), Spanish (basic knowledge)