

# Gualtiero Mottola

Software Engineer

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France  
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## SUMMARY

French-Italian computer science major with a strong interest in industrial and sustainable design. About to complete a Masters degree in AI, Operations research and HCI at Sorbonne Science university.

## EXPERIENCE

### SoftBank Robotics Europe , Paris FR — Field Application Engineer *Intern*

02 / 2019 to 08 / 2019 - 6 mo.

- Developed four Android applications to showcase the features and capabilities of the Robots to our partners
- Supported our partners, answering tickets related to Android development on the robots, offered feedback on their apps technically and UX wise
- Assisted the Sales Team to answer technical related questions
- Represented the company at NAO challenge in Rome

### Berkeley University , Berkeley US — Research *Intern*

07 / 2014 to 09 / 2014 - 3 mo.

- Wrote a peak finding algorithm to detect plasma concentration spikes in solar wind sensor data
- Coded the algorithm in IDL to be loaded on an FPGA in the Satellite

### Institute of Genetics and Molecular Cellular Biology , Strasbourg FR— Research *Intern*

07 / 2013 to 08 / 2013 - 2 w.

- Participated in DNA Database migration and reorganization using Python scripts
- Reworked an internal website for the lab to improve UX and readability

## EDUCATION

### Sorbonne Science University (ex UPMC) , Paris FR

09 / 2017 to 10 / 2019

- Masters of Computer Science specialized in AI, Operations research HCI and Bioinformatics

09 / 2013 to 06 / 2017

- Bachelor in Computer Science, Including two years of study of theoretical Physics with a mechanical engineering Minor

## PROJECTS

### La Martingale : Personal Project, App Development

11 / 2018 to 06 / 2019

- Developed an ebook style app on Android, made in conjunction with a physical book
- Used G Suite to store the books IDs and build a dynamically generated code to unlock the chapters
- Added In app purchases so that the users could purchase the book on google play.

### Equity : Masters Project, App Development

01 / 2018 to 06 / 2018

- Developed a resource allocation game based on a NP-hard problem
- Used the app for data collection through google Sheets API to analyze the game difficulty
- Wrote the app in JAVA and Android Studio

## PROGRAMMING LANGUAGES

JAVA ●●●●●●●●○  
Python ●●●●●●●○  
C ●●●●●●○○○  
C# ●●●●●●○○○  
Js ●●●●●○○○  
HTML ●●●●●●○○  
SQL ●●●●○○○○○

## SKILLS

Integer Programming  
Operations Research  
Cplex  
Unity 3D  
Android Studio  
Dialog Flow  
GIMP  
InkScape

## LANGUAGES

**French** (Native)  
**Italian** (Native)  
**English** (Fluent)  
**Spanish** (Conversational)

## INTERESTS

Maker movement  
Precious Plastics  
Woodworking  
Hackintosh  
Sustainable design  
Comma.ai



[linkedin.com/in/gualtm](https://www.linkedin.com/in/gualtm)



[github.com/gualt1995](https://github.com/gualt1995)



[mottola.fr](http://mottola.fr)