



MATTEO BETTINI

STUDENT | UNIVERSITY OF CAMBRIDGE | PROROK LAB
22 YEARS OLD - ITALIAN

SKILLS

Java [2 years], **Python** [2 years],
C [3 years], **JavaScript** [1 year]

Other languages and technologies: ROS, TensorFlow, scikit-learn, HTML, CSS, Java Servlets, SQL, SPARQL, RDF, OWL, XML, VHDL

OS: Linux/Unix

Team player, experience in software engineering, rower, mountain sports enthusiast

ACHIEVEMENTS

I have been awarded with the **1500€ prize** for **"Best Freshmen of Politecnico di Milano"**

My overall average mark of 29.16/30 and my graduation grade of **110 cum laude/110** locate me among Politecnico's **best students**

Out of the 25 exams sustained at Politecnico, I have been awarded **13 times the grade "30 cum laude" (honors)**

I benefited from a merit-based **50% university tuition reduction** at Politecnico

EDUCATION

- **[2020-now]** MPhil in Advanced Computer Science, **University of Cambridge**, UK
- **[2017-2020]** B.Eng. in Computer Engineering, **Politecnico di Milano**, Italy, Graduation mark: 110 cum laude/110
- **[2012-2017]** Scientific High School at Liceo Scientifico Blaise Pascal (Milano, Italy), Diploma graduation mark: 93/100

FOREIGN LANGUAGE SKILLS

ENGLISH • WRITTEN: EXCELLENT • SPOKEN: EXCELLENT

Certifications: TOEFL IBT 112/120 (Sept 2019)

PROJECTS AND INTERESTS

- **Robotics:** for my master thesis at ProrokLab I am working on environment optimization for multi-agent routing in congested transport networks, I have also worked on projects with ROS (Robot Operating System) using the ROS navigation stack
- **Java game development:** in a team of three people we reinvented the table game "Santorini" as a **multiplayer online pc game with 3D graphics** and many new features
- **Machine learning in Python:** project on stock market prediction using deep neural networks
- **Gaussian processes:** worked on surrogate modelling and Bayesian optimization of traffic simulations
- **Knowledge graphs:** literature review and survey during MPhil; Interest in integration with machine learning and symbolic AI
- **C project:** implementation and deployment of algorithms and data structures (RB trees, dynamic hash tables) to manage a complex network of entities and relations, similar to a social network, with a focus on memory and time optimization
- **Web application development:** designed a bank web app in two versions, thin and thick client
- **Graphs:** attended extra curricula course on "High performance computing and graph analytics"



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