

MATTEO SILVESTRO

I'm a passionate but down-to-earth developer with a mathematician's mindset.

✉ <https://matteosilvestro.com> — ✉ matteosilvestro@live.it

Experiences

▲ Backend Developer

Casavo

05/2021–now

Worked on real estate related services in a small team as a leading figure.

- ◆ Led the whole process of design and development of a platform to manage property sales
- ◆ Developed a microservice for image enhancement
- ◆ Worked closely with our users to understand their needs and create a better product tailored for them
- ◆ Run experiments and worked in an iterative and incremental way to adapt to a fast changing market

PHP

FastAPI

AWS

Postgres

● Python Backend Developer

Oval Money

03/2020–04/2021

- ◆ Contributed to design and implementation of a moneybox feature, refactoring and improving old code during the process
- ◆ Improved and updated the support chat service integration, analyzing and solving bugs

Pyramid

SQLAlchemy + Alembic

Postgres

● System Administrator

Consoft > Intesa Sanpaolo

03/2019–02/2020

Developed and maintained a suite of tools to manage Qlik Sense and NPrinting clusters.

PowerShell

Qlik

● Application Developer

Consoft > Intesa Sanpaolo

03/2018–02/2019

Implemented a new feature according to user requests, with a usable and nice interface.

Java

HTML/CSS

Javascript

Education

● Master's degree in Stochastics and Data Science

University of Turin – 110L

09/2015–04/2018

Thesis on clustering of interactive stories, *Computer-Assisted Evaluation of Story-Driven Interactive Storytelling Systems*.

Modern education in probabilistic, statistical and computational methods.

● Bachelor's degree in Mathematics

University of Turin – 110L

09/2012–10/2015

Thesis on AI applied to a non-deterministic turn game, *MCTS and videogames: an application for Pokémon Contest Spectacular*.

Courses of Algebra, Probability and Statistics, Analysis, Geometry.

● High school diploma

I.I.S.S "Gianfrancesco Cigna" (Mondovì) – 100

09/2007–07/2012

Skills

Languages

- Italian
- English
- Japanese

Backend technologies

- Python
- Postgres
- AWS

Frontend technologies

- HTML/CSS
- TypeScript
- React Native

Videogames

- Unity/C#