



Tommaso Papini

GAME DEVELOPER · SOFTWARE ENGINEER

London, United Kingdom

[oddlord.github.io](https://github.com/oddlord) | [oddlord](https://twitter.com/oddlord) | [tommaso-papini](https://www.linkedin.com/in/tommaso-papini)

"Pursuing my biggest passion... Game Development!"

Summary

Currently employed as a Unity3D Developer at GripAble, designing and developing new games using a brand new, motion-based controller. I'm also working as an independent Game Developer in my spare time, letting my imagination run free and implementing my own projects. Always been a huge fan of videogames, I'm very passionate about learning all there is to learn about Game Development and, ultimately, making games that I, and hopefully others, might love.

Work Experience

GripAble

UNITY DEVELOPER

London, UK

Mar. 2019 - PRESENT

- Game Development using Unity3D for hand and arm rehabilitation through an innovative, motion-based controller.
- Game Design, prototyping and development of brand new games tailored for rehabilitating patients.
- Full stack development, especially UI design, Java programming and unit/integration testing.

Independent Developer

INDIE GAME DEVELOPER

Florence, Italy & London, UK

Jan. 2018 - PRESENT

- Working on several projects as an independent Game Developer.
- Developing using different tools and languages (Unity3D, UE4, OpenGL, HTML5/JS and Blender).
- Developed in Unity3D: Dreameaters (PC) and Asteroids 3D (PC & mobile).
- Developed in Zapworks Studio: Wack-A-Mole AR (mobile).
- Developed in HTML5/JS: Drop7 Clone (web).

Amadeus

C++ DEVELOPER

London, UK

May 2018 - Feb. 2019

- C++ developer working with travel technologies, especially air travel.

University of Florence

RESEARCH FELLOW

Florence, Italy

Jun. 2016 - Oct. 2016

- Researched model-based quantitative analysis for non-Markovian systems.
- Published conference article on the evaluation of the Fischer's protocol through steady-state analysis.

CERN

WEB APPLICATION DEVELOPER

Geneva, Switzerland

Oct. 2013 - Nov. 2014

- Web development for the Indico Knowledge Transfer project, a project aimed to improve the worldwide impact of Indico (a web application for events organisation).
- Developed a web-based, customisable Instance Tracker for Indico instances and a prototype for a new conference editor.
- Developed a script for automatic Indico deployment on virtual machines.

Skills

Programming

Java, C++, C#, Python, Javascript, Matlab

Gamedev

Unity3D, Unreal Engine 4, OpenGL/GLSL, HTML5/JS (canvas), Blender

Web

HTML5, CSS3, SASS, Jinja2, Jekyll

Others

Git, Eclipse, Visual Studio, Windows, Linux, LaTeX

Languages

Italian (native), English (fluent), Spanish (fluent)

Honors & Awards

2016 **Top scoring MSc (110/110 cum laude)**, MSc graduation

Florence, Italy

2014 **Best Technology winning project**, CERN Summer Student Webfest 2014

CERN, Switzerland

2012 **Top scoring BSc (110/110 cum laude)**, BSc graduation

Florence, Italy

Publications

An Inspection-Based Compositional Approach to the Quantitative Evaluation of Assembly Lines

Berlin, Germany

AUTHOR

Sep. 2017

- Conference paper published and presented at the QEST'17 conference in Berlin, Germany.

Exploiting Non-deterministic Analysis in the Integration of Transient Solution Techniques for Markov Regenerative Processes

Berlin, Germany

AUTHOR

Sep. 2017

- Conference paper published and presented at the QEST'17 conference in Berlin, Germany.

Performance Evaluation of Fischer's Protocol through Steady-State Analysis of Markov Regenerative Processes

London, UK

AUTHOR

Sep. 2016

- Conference paper published and presented at the MASCOTS'16 conference at Imperial College in London, UK.

Education

Universities of Florence, Pisa and Siena

Florence, Italy

PHD IN SMART COMPUTING

Nov. 2016 - Dec. 2017

- Model-based quantitative analysis for on-line diagnosis, prediction, scheduling and compliance evaluation in partially observable systems.
- Published conference article on a mixed technique for transient analysis of Markov regenerative processes.
- Published and presented conference article on an inspection-based technique for assembly line quantitative analysis.
- Dropped out after one year because not interested in the topic anymore.

University of Florence

Florence, Italy

MSC IN COMPUTER SCIENCE

Dec. 2012 - Apr. 2016

- Implemented learning-to-rank algorithm Rankboost.
- Implemented steady state computation for Markov regenerative processes.

University of Florence

Florence, Italy

BSC IN COMPUTER SCIENCE

Oct. 2009 - Dec. 2012

- Sep. 2010 - Jul. 2011 at Polytechnic University of Madrid (Madrid, Spain) through the Erasmus programme.
- Developed neural network to simulate the behaviour of a specie of intertidal snail.
- Developed application for algorithm visualisation in HTML5.

Personal Projects

Blindstore

Geneva, Switzerland

DEVELOPER

Jun. 2014

- Private information retrieval data store.