Tommaso **Papini**

SOFTWARE ENGINEER · GAME DEVELOPER

London, United Kingdom

🏠 oddlord.github.io | ⌨ oddlord | in tommaso-papini

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

Summary

Currently employed as a C++ Software Developer at Amadeus, I'm also working as an indie Game Developer, pursuing my dream of working in the Game Development industry. Always been a huge fan of videogames, I'm now thrilled to work as a Game Developer, employing my knowledge and problem-solving skills to create something that I, and hopefully others, might love.

Work Experience

Amadeus | *London, UK*

C++ DEVELOPER | *May 2018 - PRESENT*

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

Freelancer | *Florence, Italy & London, UK*

INDIE GAME DEVELOPER | *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 HTML5/JS: Drop7 Clone.

University of Florence | *Florence, Italy*

RESEARCH FELLOW | *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 | *Geneva, Switzerland*

WEB APPLICATION DEVELOPER | *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.