Paolo Veronelli

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Education

◇ High School, 1984-1989.

◇ Ontology and applied semantics for resource scheduling, 2002-2004

◇ Utrecht Summer School for Applied Functional Programming , 2016

◇ Functional programming principles (certificate) (Scala), 2016

◇ Functional programming design (certificate) (Scala), 2016

◇ Parallel Programming (certificate) (Scala), 2017

Works

◇ Resource scheduling application for mechanical industry (Python), 2000-2001

◇ Geometry and energetic numerical approximations for a parabolic lamp mirror (Python), 2001-2002

◇ RDF based CMS Pytypus (Python) , 2002-2003

◇ System Administrator at Tinvention (FreeBSD, Apache, MySQL, Tomcat) , 2003

◇ AI libraries, SOMA, NN feed-forward, recursive, with reservoir (Python, Haskell), 2004-2010.

◇ Image pattern recognition, 2004-2006 (Haskell).

◇ Full stack development of Reactivegas (Haskell, SQLite, JS) 2010-2011

◇ Salesmen shifts planning algorithm, Fidenza Village, Paul Smith shop (Haskell), 2011-2012

◇ Full stack development of the cashier system for Emporio Solidale, Borgo val di Taro (PHP, SQLite), 2013

◇ 1D and 2D genetic search algorithms for stock cut of wood and glass (Haskell), 2013-2014

◇ Self organizing mesh of radio nodes , prototype and simulator (C, Arduino, Haskell) , 2014

◇ QR driven environmental game for the Festival della Comunicazione (Haskell), 2015

◇ Persistent structures for sub-linear operations in link-cut trees (Haskell), 2016-now

◇ Tram-line discrete event simulation (Haskell), 2016