

# 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