



Riccardo Cecchi

Software Engineer

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🔗 github.com/riccecec

WORK

Software Engineer – Team Lead

Jan 2013 – Jan 2014

Cyber Dyne s.r.l.

Designed and implemented multi-objective evolutionary optimization algorithms for the Kimeme platform; led delivery team.

Java | MongoDB | RabbitMQ | Git

Software Developer

ERSistemi s.r.l.

Developed tools to support SCADA system operations for manufacturing.

VBA | MySQL

PhD Researcher

ENEA Research Center, Frascati (Rome)

Conducted research on wireless signal propagation in harsh environments, sensor tech, and digital control systems.

Python | HDL | FPGA | LabView | Matlab | Simulink | FEKO

Intern

Università Politecnica delle Marche

Ported JVoiceXML VXML interpreter to Android.

Android | VXML

EDUCATION

MSc in Software Engineering and Automation

Università degli Studi dell'Aquila

Top honors (laude)

PROJECTS

Crystal Studio

github.com/riccecec/crystal-studio

A GBStudio-style IDE built on top of the pret/pokecrystal disassembly to edit game content and manage the full Game Boy ROM workflow.

Electron | Vite | React | TypeScript

Custom Tile-based Game Engine

github.com/riccecec/tile_based_engine

A lightweight 2D tile-based game engine written in Java, designed for rapid prototyping and educational purposes.

PUBLICATIONS

Application of Wireless Technologies in a Nuclear Plant:...

bit.ly/4n9w2qX

Full title: "Application of Wireless Technologies in a Nuclear Plant: Evaluation of Electromagnetic Propagation With Different Computational Techniques"

Published by **Journal of Nuclear Engineering and Radiation Science**

Autorizzo il trattamento dei miei dati personali ai sensi dell'art. 13 Dlgs 196 del 30 giugno 2003 e dell'art. 13 GDPR (Regolamento UE 2016/679) ai fini della ricerca e selezione del personale.

Oct 2025