# Riccardo Cecchi
## Software Engineer

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github.com/ricccec

## Work

### Software Engineer – Team Lead

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

- Java
- MongoDB
- RabbitMQ
- Git

### Software Developer

Developed tools to support SCADA system operations for manufacturing.

- VBA
- MySQL

### PhD Researcher

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

- Python
- HDL
- FPGA
- LabView
- Matlab
- Simulink
- FEKO

### Intern

Ported JVoiceXML VXML interpreter to Android.

## Education

**Università degli Studi dell'Aquila**

MSc in **Software Engineering and Automation**

## Projects

### 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

### tile_based_engine

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

## Publications

### 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**

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