



# Riccardo Cecchi

## Software Engineer

📍 Ripatransone (AP), Italy

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## 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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