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Roberto Dessì

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Employment

Research Engineer, Intern	**Xerox Research Centre Europe**	**June 2016 – December 2016**

WPT Group
- Designed and conducted a user study to test and reshape research ideas in the field of HCI and CSCW
- Developed a web application aimed at organizing social events inside the workplace

Team Leader	**ClothApp**	**December 2015 – June 2016**

- Led a team of 5 people through the development of a mobile App. Gave monthly pitch in front of technical and non-technical audience at La Sapienza and Google Tel Aviv (invited by Yossi Matias, VP of Engineering)

Coding Coach	**Fondazione Mondo Digitale**	**Summer 2015 – Summer 2016**

- Held weekly labs all over the country for up to 25 elementary, middle and high school students. Topics covered: coding, educational robotics and problem solving skills.
- Created and taught an "Introduction to App Development" course for high school students using App Inventor

International Office, Intern	**University of Rome, La Sapienza**	**Winter 2015 – Summer 2016**

- Designed, developed and maintained a database-driven web application using data from legacy databases and excel documents. Java, MySQL, JDBC

Education

Buffalo, NY	**University at Buffalo (SUNY)**	**Spring 2017**

- Selected student for the exchange program with the University at Buffalo (SUNY), NY.

Rome, IT	**University of Rome, La Sapienza**	**2013 – 2017 (expected)**

- B.S.E. in Computer Science Engineering with minor in Applied Math, GPA: 3.5
- Coursework: Operating Systems; Databases; Algorithms and Data Structures, Programming Techniques; Telecommunications Networks; Calculus I & II; Operations Research; Object-Oriented Programming.

Technical Experience

Projects
- **ClothApp (2016).** Social Networking Android App aimed at fostering the link between small local clothes shops and fashion lovers. Java, Android SDK, Parse SDK
- **Multi-User Live Chat (2016).** Multi-User Live Chat developed for the Operating Systems class. Implemented both client and server modules. Network programming, C
- **PinTourist Project (2015).** Created an Android App aimed at enhanching Italian cultural heritage using gamification-based approach. Java, Android SDK

Additional Experience and Awards

- **First Prize, Google Workshop:** Team winner, out of 7 teams, of a 5 months workshop co-organized by La Sapienza University, Google Tel Aviv and University of Tel Aviv.
- **First Prize, Sapienza GamificationLab:** Member of the team awarded 1st prize for PinTourist Project, 250 euros prize to each member issued by PosteItaliane Ltd (Italian Postal Service).

Languages and Technologies

- Python; Java; C; JavaScript; HTML/CSS; ER
- SublimeText; Git; Github; MySQL; PostgreSQL