



Sebastiano Tronto

Mathematician, programmer

🌐 sebastiano.tronto.net

✉ sebastiano@tronto.net

📍 Leiden, NL

About me

Mathematician with focus on elliptic curves and computational aspects of number theory. Hobbyist programmer (C, Python, Java) with strong algorithm design skills. UNIX sysadmin enthusiast. Looking for a non-academic job and challenging problems to solve.

Education

- Joint PhD in Mathematics at the University of Leiden and the University of Luxembourg (expected defense date June 2022).
- Double master degree in Mathematics *summa cum laude*, Algant Program (Universities of Leiden and Milan), 2018.
- Bachelor degree in Mathematics *with honour*, University of Trento, 2016.
- Awarded multiple scholarships for academic merits.

Academic work

- 7 published research articles and 3 preprints, both in team and alone. Multiple invited talks at international conferences and research seminars. See sebastiano.tronto.net/research.html for a list of publications and talks.
- Award-winning teaching skills: excellent student feedback for the course *Mathematical software* won me to the *University of Luxembourg teaching award* in 2021.
- Several times supervisor and project leader for different students' projects.

Programming

- Strong algorithm desing and implementation skills: multiple participations and awards in national programming contests during high school, International Olympiads in Informatics in 2012 and ACM-ICPC regional participation in 2017.
- Intermediate level knowledge of multiple programming languages, including C/C++, Python, Java, UNIX shell.
- Implemented a new algorithm described in one of the research papers of my team. Proficient usage of computer algebra software for research.
- Personal projects include a high-performance command-line Rubik's cube solver and shell scripts for my daily use. You can find my git repositories at sebastiano.tronto.net/git or at github.com/sebastianotronto

Other skills

- Languages: English (fluent), Italian (mother tongue), French (basic).
- World-class *speedcuber* (Rubik's cube solver).
- Leadership role in the international no-profit *World Cube Association*, see www.worldcubeassociation.org/teams-committees