Andrea Severi

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Cesena, IT | 342-3209-388

WORK EXPERIENCE

ANOKI ↗ | Android Software Engineer   Remote | Dec 2023 – Present

- Facilitated the **adoption of Jetpack Compose** for both legacy and new projects, ensuring compliance with best practices and modern development methodologies.
- **Optimized build processes**, resulting in significantly reduced project build times and enhanced overall productivity.
- Created and implemented **custom Android linters**, improving code quality and enforcing best coding practices across the development team.
- Independently developed and launched a highly successful Android application for a client, achieving **over 20,000 active users**.

FLASHSTART ↗ | Artificial Intelligence Intern   Cesena, IT | Jul 2021 – Jul 2022

- Conducted **web scraping** to retrieve blocklists and datasets, performed language detection, and removed stopwords using Python's NLTK.
- Applied **stemming and lemmatization** techniques through NLTK to improve data quality.
- Created **word clouds** to visualize word frequency and importance in the datasets.
- Developed a **text classification neural network** using Keras and TensorFlow, and conducted research to enhance dataset accuracy with foreign words.
- Improved datasets through quality checks and developed a custom translator for better neural network analysis.

PROJECTS

JETPACK COMPOSE TEMPLATE ↗   Kotlin, Jetpack Compose, Android | Nov 2022 - Now

Ready-to-use template that accelerates Android app development with pre-configured components, navigation, and best practices for quick and efficient project kickstarts.

ALMAMAP NAVILE ↗   TypeScript, Node.js, Vue.js, Sequelize | Mar - Jul 2023

Thesis project about wayfinding for the Navile campus, University of Bologna. Helps students find the path to their destination.

MYUNIBO ↗   Kotlin, Jetpack Compose, Android | May - Jun 2022

Revisited myUniBo University of Bologna app for students, that makes it simpler and more intuitive to book exams, see lessons of the day, grades, and stats about student's career.

AIRLINE TRAFFIC SIMULATOR ↗   Java, JavaFX | May - Aug 2021

Group project of a 2D desktop video game inspired by Flight Control. User's goal is to land as many airplanes as possible without causing collisions. Difficulty increases each time airplanes land, which makes you earn points.

EDUCATION

BS Computer Science and Engineering   Cesena, IT | 2023
University of Bologna

CERTIFICATIONS

MASTERING AUTOMATED TESTING OF INDUSTRY-LEVEL ANDROID APPS ↗   Sep 2023
Philipp Lackner