# Alberto Spina

30 Percy Laurie House, 217 Upper Richmond Road, London, SW15 6SY  $\square$  (+44) 7340 489934  $\diamond \square$  as12015@ic.ac.uk  $\diamond \square$  github.com/swarth100  $\diamond \square$  www.spina.me

## **EDUCATION**

# Imperial College London

October 2015 - June 2019

Master of Engineering in Computing Expected: First-class honours

## Imperial College Business School

June 2017 - July 2017

Principles of Finance Overall Percentage: 88%

## SKILLS AND LANGUAGES

**Languages** Fluent in English and Italian. Well-versed in French.

**Technical Skills** Proficient with C, Java and Javascript. Familiar with C++, C# and Python.

Basic knowledge of UNIX, Ruby and SQL.

## **PROJECTS**

#### BaoBOS - robotic arm

August 2017 - September 2017

BaoBOS is a simple hydraulic powered robotic arm built out of wood and syringes. Five Arduino powered servo motors enable the arm to move freely in a limited space around it, and interaction with objects is rendered in a simplified digital environment using GLFW, GLEW and GLSL.

## Paging - ultimate group planner

June 2017 - July 2017

Built in a group of four using the MEAN stack (AngularJS, Node, Express and MongoDB), Paging is an application meant to enhance the group planning experience.

## Pintos - operating system

January 2017 - March 2017

Working in a group of four we implemented Thread Scheduling, System Calls and Virtual Memory management for a simplified Linux-based operating system in C.

## PawnRace - a simple AI

December 2015 - January 2016

PawnRace is a simple Java AI-powered game which was awarded with Formicary's Prize after scoring third during a competition held at Imperial College London.

## SEM2.0 - electromagnetic chessboard

December 2014 - March 2015

SEM2.0 is an electromagnetic chessboard, where moves executed on our program are performed in real life by an Arduino Uno on a custom built chessboard. Communication to the Arduino board is handled by PySerial and Pygame is used as a graphics engine.

## AWARDS AND ACHIEVEMENTS

## Hack Sheffield 3.0, S.S.Door

October 2017

"Best Use of AWS" (MLH), "Making something better, easier, or more accessible" (SkyBet), "Best use home automation or IoT devices within student accommodation" (Ask4).

#### Olav Beckmann Project Prize, Imperial College

July 2017

Awarded for outstanding second year undergraduate laboratory project work.

## Formicary Prize (Third Place), PawnRace

January 2016

Awarded for placing my AI third in a competition held at Imperial College.

## Perlasco Prize, SEM2.0

March 2015

Awarded for best project at Turin's Physics' annual fair.