Alberto Spina

30 Percy Laurie House, 217 Upper Richmond Road, London, SW15 6SY (+44) 7340 489934 \diamond alberto.spina15@imperial.ac.uk

EDUCATION

Imperial College London

October 2015 - June 2019

Master of Engineering in Computing

Expected: First-class honours

Imperial College Business School

July 2017

Principles of Finance Overall Percentage: 88%

Liceo Salesiano Valsalice

October 2010 - June 2015

High School Diploma Overall Percentage: 100%

SKILLS, LANGUAGES AND INTERESTS

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

Technical Skills Proficient with C, Java and Javascript.

Familiar with C++, C#, Python and Ruby.

Interests Sailing, Skiing, Reading and Gaming.

PROJECTS

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 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. The AI uses minimax, pruning at various depths, and utilizes a number of heuristics to evaluate the board.

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. Stockfish and PyChess libraries allow us to have chess move validation and different AIs ranked by difficulty.

AWARDS AND ACHIEVEMENTS

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.