

Tommaso Pavani

Junior Developer

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Skills



Java



Javascript



Dart



Python



PHP



Other skills

- HTML
- CSS
- SASS
- Flutter
- MySQL
- ReactJS

Work Experience

- (July 2020 - present) Front-end Developer [EasyDesk](#) - Ancona, Italy

Currently, I am working on this innovative startup as a front-end developer. I assist in the development of EasyDesk's mobile and web applications, as well as its website.

- (November 2019 - June 2020) Full Stack Developer [Polo9](#) - Ancona, Italy

Developed a web app for tracking payments. I used Google API for authentication, developed the front-end using ReactJS, and used PHP with MySQL on the back-end.

- (August 2019 - November 2019) Internship [A.I.S.T.](#) - Tsukuba, Hibaraki, Japan

I earned a university scholarship and received the opportunity to intern in a Japanese Research Lab. In particular, I studied reinforcement learning.

Education

- (2016-present) Bachelor's Degree in Software Engineering and Automation at the [Università Politecnica delle Marche](#)
- (2011-2016) High school diploma at [IIS Volterra Elia](#)

Projects

- Rest API with Spring Boot <https://github.com/tommaso2212/Esame00P>

Using Spring Boot, a Java framework, I built a Rest API that parses a large .csv and returns a summary of the data. The main challenge was to parse the dataset without knowing its specific contents.

- Clustering with Python and CUDA <https://github.com/tommaso2212/EsameRetiCalcolatori>

Using Python and PyCUDA, a Python library that allows for GPU parallel computation, I created a clustering algorithm. The purpose was to show that in some algorithms, parallel computing is more convenient than a procedural approach.

- Reinforcement Learning applied to Snake <https://github.com/tommaso2212/SnakeRL>

Using Python I created a machine learning algorithm using the Q-Learning approach, that learns by itself how to play the popular game *Snake*.

Visit my website for more info about my projects. <https://tommaso2212.github.io/projects.html>