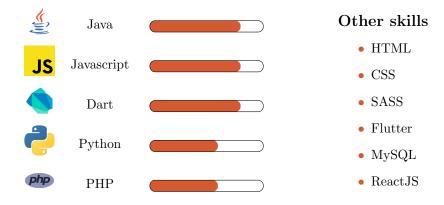
Tommaso Pavani

Junior Developer

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Skills



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/EsameOOP
 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