Tommaso Pavani

Junior Developer

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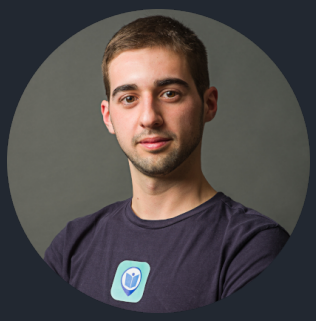

Skills

- Java
- Dart
- Javascript
- Python
- Typescript
- Kotlin

Other skills

- Flutter
- HTML
- CSS
- SASS
- MySQL
- Angular 2
- Google Cloud Platform
- Google API

Work Experience

- (December 2021 - present) Back-end Developer Injenia - Bologna, Italy

  The main technologies used are Java for web server with a MySQL database, deployed using GCP services.

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

  Currently, I am working on this innovative startup as a front-end developer. Both of our mobile and web applications are developed using Flutter.

- (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.

Projects

- Mobile App with Flutter https://github.com/tommaso2212/Octopoints

  Octopoints is a mobile app aimed to keep scores for several card games. The app was developed using dart's framework Flutter. Keeping the application generic was non-trivial since it needs to be used for different games.

- 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*.