

Tommaso Pavani

Junior Developer

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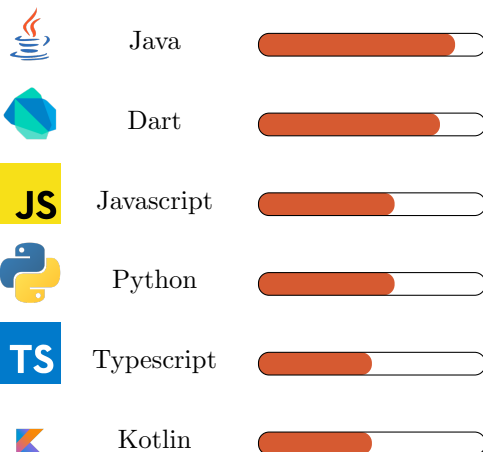
<https://tommaso2212.github.io>

<https://github.com/tommaso2212>

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Skills



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
Back-end developer. 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>
Using Flutter I developed a mobile app to keep points of various card games. The biggest problem was to keep it generic enough to allow using it for most 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*.