# Tommaso Romano'

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## Summary

I'm a software engineer with a broad interest in various areas of the field. With practical experience and a strong grasp of computer science basics, I focus on creating efficient solutions that meet stakeholders' needs. I'm always eager to learn and take on new challenges to sharp my skills and knowledge.

## Education

**MSc** **University of Milan**, Computer Science                                            Oct. 2022 - Oct. 2024

- **Selected Courses:** Artificial Intelligence, Natural Language Processing, Distributed Systems, Advanced Programming.

**BSc** **University of Milan**, Computer Science                                            Oct. 2019 - Oct. 2022

- **Selected Courses:** Software Engineering, Algorithms and Data Structures, Computer Architecture, Statistics and Data Analysis, Calculus I and II, Physics.

## Experience

**Software Developer Engineer Intern** Amazon
*Berlin, Germany • Sept. 2023 - Feb. 2024 (6 months)*

Robotics. Research team mainly composed of PhD Applied Scientists. Mission: develop robots to pick any kind of item from human-task-designed pods in warehouses. IEEE ↗
- Designed from scratch a flexible, modular and extensible architecture for the operators UI, to speed up the development's pipeline, and to enable external testing.
- Took ownership of the project and worked side by side with stakeholders; suggested and guided the refactoring the whole team data schema.
**Tech:** React, TypeScript, ProtoBuf, Kotlin, Python, AWS

**Software Engineer** FamaLabs
*Aug. 2022 - May. 2023 (9 months)*

FamaLabs ↗ is an experienced company in distributed systems and cloud architectures in healthcare.
- Built the modular survey's engine and compiler, and designed UI library for MAP (Medical Adaptive Platform): a dashboard built for doctors to easily manage CRF and more.
**Tech:** Next.js, TypeScript, Redux, Jest, Storybook

**Data Scientist** Smart Bear EU
*Milan, Italy • April 2022 - Oct. 2022 (6 months)*

Smart-Bear ↗ is a big data platform in healthcare funded by the European Union, offering evidence-based interventions thanks to predictive analytics.
- Built modular and cloud-optimized pipelines for predictive analysis, data imputation and visualization while protecting user's health data anonymity.
**Tech:** Python, PySpark, Echats.js and AI/ML libraries

**Software Engineer, Multiplayer** Drembits Studio
*May 2021 - Nov. 2022 (1 year and 6 months)*

Founding team. Worked on War of Wheels ↗: a multiplayer game about medieval-punk fighting cars.
- Winners of BGF ↗ (funding and accelerator); participated in several international events and expositions while pitching to publishers and investors, and meeting fellow devs.
- Took ownership of the multiplayer and proactively guided its design and implementation.
**Tech:** Unity, CSharp, PhotonEngine, Python

# Projects

**Software Engineer** Stealth Startup

*Sept. 2013 - Jan. 2022 (8 years and 5 months)*

Developed several commercial projects from videogames to AI automations or websites. Here are some of the most relevant:

- [Untitled Nature Game ⤴](): a prototype game that went viral with several millions of viewers across TikTok, Reddit and Twitter. It caught the attention of several investors and publishers.
- [RELOW ⤴](): a solo-developed multiplayer game, released in 2020, showcased in several expositions like Milan Games Week 2019 and 2020, and Svilupparty 2019 and 2020; attended and given several talks and interviews.
- [POLYWAR ⤴](): multiplayer game released in 2016 in collaboration with the publisher New Reality Games
- Easy Insta Growth: 2020-2021 an Instagram AI automation, with hundreds of clients worldwide.
- Freelance worked on several websites

**Tech:** Unity, CSharp, Python, React

**pyTradingBot:** A library of functions to test trading strategies using several Machine Learning and Reinforcement Learning techniques, and Telegram API   December 2021 - present
- **Tech:** Python, PyTorch, Keras, stable-baselines, OpenAI Gym, TAlib and others

**Distributed Systems:** A University project about manage independent robots of a city using distributed algorithms and communication technologies for sensor data streaming.   June 2023 - July 2023
- **Tech:** Java, Google Protocol Buffers, gRPC, MQTT, Jersey JAXB for REST API

**Business Process Intelligence:** A Univerity project about data mining, process mining, variant analysis, and process discovery using a dataset of several millions of events and cases of a Netherland company.   June 2023 - July 2023
- **Tech:** Python, pm4py, seaborn

# Recognitions And Awards

[University Startup Challenge 2023 Finalist ⤴]() • *Startup Hackathon • 24-31 March 2023* • Organized by Politecnico di Milano and Bocconi, it consists in pitching to investors a startup idea focused on energy and climate, after a week of workshops and talks.

[GameConnection Paris 2022 ⤴]() • *Event • 3-4 Nov. 2022* • I've took part at the Game Connection Paris: the deal making event for the video game industry. Game Connection is the international event where developers, publishers, distributors and service providers come to find new partners and clients.

[GamesCom 2022 ⤴]() • *Event • 23-25 Aug. 2023* • I've represented Italy in the world biggest game business event: GamesCom in Cologne, Germany. Pitched the project War of Wheels, met business partners and shared ideas with developers all over the world. Italian pavilion organized by IIDEA, Italian Trade Agency and Ministry of Foreign Affairs.

[Bologna Game Farm ⤴]() • *Funding and Accelerator • Dec. 2021 - July 2022* • Winners with War of Wheels. Bologna Game Farm is a funding and entrepreneurial accelerator dedicated to innovative startups for the development of videogames.

[Top 100 in the Italian game industry (2021) ⤴]() • *Award • 1 Sept. 2021* • I've been nominated in this list by StartupItalia that consists of professional allowing italian videogame industry to shine in the world of creativity

Social Media for Game Developers ⤴ • *Speaker • 10 July 2021 @ Svilupparty 2021, Bologna* • Been invited to speak about Social Medias for Game Developers: Twitter, YouTube, Facebook, Reddit and TikTok to boost GameDev explosure

# Others

**Italian Athletics Championships:** Silver (2nd) Ancona Indoor 2022, Bronze (3rd) Grosseto 2021, Bronze (3rd) Grosseto 2020

**Drummer:** Yamaha Music Foundation, successfully passed: Grade 6, Grade 7, Grade 8, Grade 9, Grade 10