



Tommaso Romano'

Software Engineer



info@tommasoromano.com



(+39) 3707021144

Hello there! If you prefer an interactive version with more images or details, I suggest you to visit my website: tommasoromano.com

EDUCATION

Msc Computer Science
University of Milan, Italy
October 2022 - Present

BSc Computer Science
University of Milan, Italy
October 2019 - October 2022

RECOGNITIONS

- Represented Italy at GamesCom 2022, Games Connection Paris, and others, pitching and meeting investors and developers from all over the world.
- Nominated in the Top 100 list of Italian Game Developers by StartupItalia.
- One of the 4 winners of Bologna Game Factory: funding and entrepreneurial accelerator dedicated to innovative startups.
- Got 5M+ views of a prototype game and got many articles.
- 1 Silver and 2 Bronzes at the Italian Championships of athletics

WORK EXPERIENCE

Software Engineer

@ FamaLabs

August 2022 - Present

Fama Labs is an experienced company in distributed systems and cloud architectures in healthcare.

- Engineered the architecture and reusable software for the project MAP. Medical Adaptive Platform is a React dashboard built for doctors to easily manage CRF, Case Report Forms, surveys, and more.

- Engineered the library map-ui: a React UIKit for web dashboard.

- Engineered the form compiler and form builder with a scalable and reusable hierarchy.

Tech: Next.js, React, TypeScript, and others (Storybook, Redux, Nx, MongoDB, Jest, ESLint, Rollup, Swagger, MaterialUI)

ML/Data Engineer

@ Smart Bear EU

April 2022 - October 2022

Smart-Bear is a big data platform funded by the European Union, offering evidence-based interventions thanks to predictive analytics.

- Worked on Data Imputation, Data Augmentation, and Data Visualization. Used predictive algorithms like MICE and Random Forest. Studied their performance and effects on distribution and correlation matrices, etc.

Tech: Python, Apache PySpark, MLlib, scikit-learn, Echarts.js, Docker, git

Game Engineer (Founding Team)

@ Dreambits Studio

May 2021 - November 2022

Worked on game War of Wheels: a fast-paced multiplayer game about fighting cars in a medieval-punk environment.

- Winners of Bologna Game Farm 2021 : funding and entrepreneurial accelerator dedicated to innovative startups.

- Participated in many expositions and events like First Playable, GamesCom in Cologne, and GamesConnection in Paris. Pitched the project to several international publishers and investors, shared ideas, and met devs worldwide.

- Engineered a Networking solution for Multiplayer Synchronization. Worked on the in-game Level-Editor Software Architecture for creating custom arenas.

Tech: Unity, C#, Photon Realtime, GitLab

... and more made with ♥ since 2000