TOMMASO ROMANO'

Software Engineer

✉ info@tommasoromano.com

📞 (+39) 3707021144

🌐 www.tommasoromano.com

As a MSc Computer Science student and Software Engineer, I am passionate about a wide range of areas including Software Development, Cloud Computing Technologies, Data Science, AI, and Machine Learning. With hands-on experience in software development and a deep understanding of computer science fundamentals, I am committed to delivering efficient and effective solutions that meet customer needs. I am constantly learning and seeking out new challenges to further develop my skills and knowledge in the field.

EDUCATION

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

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

SELECTED COURSES

 - **Algorithms and Data Structures** (BSc) (Pighizzini Giovanni, Violetta Lonati)
 - **Software Engineering** (BSc) (Chiara Braghin, Elvinia Maria Riccobene)
 - **Statistics and Data Analysis** (BSc) (Dario Malchiodi)
 - **Artificial Intelligence** (BSc) (Nicola Basilico)
 - **Calculus I & II** (BSc) (Massimo Tarallo, Anna Gori, Alice Garbagnati).
 - **Physics** (BSc) (Cosentino Lagomarsino Marco)

SELECTED WORK EXPERIENCE

Software Engineer, Frontend
@ 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)

Data Scientist
@ 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

Lead Software Engineer, Multiplayer
@ Dreambits Studio
December 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.
 - Managed Junior Developers for the development of a Networking solution for Multiplayer Simulation and Synchronization of the game.
Tech: Unity, C#, Photon Realtime, GitLab

Software Engineer, Tools
@ Dreambits Studio
May 2021 - Dicember 2021

Member of the founding team, and worked on the in-game Level-Editor Software Architecture for creating custom arenas.
Tech: Unity, C#, Photon Realtime, GitLab

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SKILLS

Frontend: TypeScript, JavaScript, HTML/CSS, ReactJS, NextJS, Redux, Storybook, TailwindCSS
Backend: MongoDB, PostgreSQL, SQLite, Firebase
Other: Jest, Nx, RollupJS, npm, ESLint, REST API, Wordpress, WooCommerce
ML/AI: Python, PySpark, Colab, MLlib, scikit-learn, scipy, numpy, pandas, yahoo-finance, pandas-ta, TAlib (Technical Analysis), C/C++
Other: Java, Unity, C#, Adobe Creative Cloud

OTHER

Hobbies or other achievements I'm proud of:
 - Silver (2nd): Italian Athletics Championship Ancona 2022 (4x200m).
 - Bronze (3rd): Italian Athletics Championship Grosseto 2021 (4x100m).
 - Bronze (3rd): Italian Athletics Championship Grosseto 2020 (4x100m).
 - Drummer: Yamaha Music Foundation, successfully passed: Grade 6, Grade 7, Grade 8, Grade 9, Grade 10.

LANGUAGES

English: C1 Advanced (CEFR)
Italian: Native

SELECTED PROJECTS

pyStockBot >>>
December 2021 - Present | A trading python bot that uses hundreds of technical indicators to create strategies

EasyInstaGrowth >>>
November 2020 - November 2021 | Insta. automation to manage hundreds of clients worldwide through Fiverr

SWAGVote >>>
April 2021 - December 2021 | University software eng. project about creating a system for online voting

Untitled Nature Game >>>
April 2021 - December 2021 | A prototype game about plant that went viral, collecting more than 5M+ views

Relow >>>
June 2018 - November 2020 | A multiplayer game, showcased in many events, and sold thousands of copies

SELECTED RECOGNITIONS

USC2023 Finalists >>>
24-31 March 2023 | University Startup Challenge 2023, focused on energy and climate. We attended workshops and talks, pitched in front of a jury of investors and experts, and were selected as finalists.

GamesCom 2022 >>>
23-25 August 2022 | Represented Italy in the world's biggest game business event; pitched, shared ideas, and met developers from all over the world

Top 100 to follow [...] in Italy >>>
17 July 2022 | Nominated in this list of professionals in videogame industry; by StartupItalia

Realtime Networking >>>
14 May 2022 | Speaker about Gameplay Networking: Best practices and Design Patterns

BGF Winners & Accelerator >>>
December 2021 - July 2022 | BGF is a funding and accelerator dedicated to innovative startups in Bologna

MGW 2019 >>>
27 September 2019 | Showcased Relow at Milan Games Week 2019 and attended several talks

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