Matteo Beltrame

Details

bltmtt@gmail.com

Date / Place of Birth

08/07/1998, Rome (IT)

Portfolio

https://github.com/tratteo

Skills

Problem Solving
Machine Deep Learning
Videogames Development
Software Development
Internet of Things
Quantum Information
Quantum Computation

Languages

Italian (mother tongue)
English (professional level)

Hobbies

Skiing
Fitness
Videogames development
Martial arts

Profile

Very enthusiastic, I want to contribute to the scientific innovation.

I give my best performance when working on projects that actually bring some concrete value to society and humanity in general, specifically in fields such as sustainability and pure scientific research. I like to work in teams in order to increase the research output and to share new concepts and ideas.

Fields in which I have particular interest:

- Machine Learning
- Performance Engineering
- Videogames Development
- Parallel Systems
- Quantum Information and Quantum Computation
- Theoretical Computer Science

Education

Computer Engineering Bachelor's degree, University of Rome, "LaSapienza"

September 2017 – March 2021

Final Grade: **110 with honors/ 110**

Information engineering path, specific subjects:

- Mathematical analysis, complex analysis, physics
- Computer architectures
- Software development and organization
- Parallel systems
- Systems control and design
- Electronics
- Databases
- Telecommunications
- Theoretical computer science

Thesis

EnNEAT: An Enhanced Neuroevolution of Augmenting Topologies algorithm

Combining DGAs (Dynamic genetic algorithms) and the Neuroevolution algorithm NEAT in a novel and enhanced unsupervised learning algorithm.

Applied Science diploma, Ettore Majorana High School

September 2012 - July 2017

Final Grade: **100 / 100**

Classes focusing on computer technology, mathematics, physics and applied science in general.

Certifications

First Certificate, Cambridge Assessment English (B2)
January 2015 - July 2015

Trainer certificate, "Game Development with Unity", High School Ettore Majorana
April 2017

Projects

Gravitor
December 2018 - August 2019
Language: C# Unity

An indie Android game, designed and developed individually, implementing real physical laws such as gravitation and general relativity.

Enhanced NEAT (EnNEAT)
January 2020 – present
Language: C# Unity

Bachelor's Thesis project.

GibFrame Unity Library
January 2020 – present
Language: C# Unity

A game development Unity library.

IoT Android App
February 2018 – July 2018
Language: Java

Android app interface for the IoT home automation project.

IoT Home Server Hub
February 2018 – July 2018
Language: Java

IOT multithreaded server for home automation project.

IoT Raspberry Server
January 2020 – present
Language: C++

Raspberry Pi server used to handle LED and temperature sensors.

Fabric toolchain mod developing
January 2020 – present
Language: Java

Some mods developed in the Fabric toolchain with more than 160 000 downloads.