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 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 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 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

BuddyPay: A university project about developing microservices using the API gateway architecture in order to support load balancing, fault tolerance, and security.   May 2024 - June 2024
  • **Tech:** AWS Cloud: API Gateway, Cognito, Lambda, SQS, DynamoDB, Next.js

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

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

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 have 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 have 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 (2023) ☑ • *Award • 16 July 2023* • I have 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