Andrea Iuliano
Computer Science Engineer

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⦿ Italian

🎁 10/05/1990

👤 Male

Education

Master's degree in Computer Science Engineering at Roma Tre University.

Master Thesis: *Analysis, design and development of a image processing system for creating videos of routes, with Computer Vision techiniques*
At: Roma Tre University
Final Grade: 110/110 cum Laude
Period: October 2012 » Dicember 2014

Bachelor's degree in Computer Science Engineering at Roma Tre University

Bachelor Thesis: *Analysis, design and development of an application for image processing and manipulation on smartphones.*
At: 01 Tribe Srl
Final Grade: 102/110
Period: October 2009 » October 2012

Italian secondary school diploma: Scientific Certificate

Final exam study: *Optical Illusions*
At: Liceo Scientifico Talete
Final grade: 66/100
Period: September 2004 » July 2009

Experiences

University Projects

Master's Thesis:
Subject: realize a prototype that, given two geographics coordinates, can generate a video of the route.
Type: SaaS application with Computer Vision and Image Processing techniques
Tecnology:
- **Languages:** C++, C#, Javascript, ASP.NET, HTML, CSS
- **Framework and Tools:** .NET Framework, Google Maps API (Directions and Street View Image), OpenCV, MongoDB, Bootstrap

Period: August 2014 » Dicember 2014

Bitcoin Miners Visualization:

Subject: create a software that can visualize the bicoin miners interactions, both macro and micro level (years/month and hours range)

Type: Client-Server Web Application, divided into two modules: Preprocessing and Visualization.

Tecnology:
- Language: Python, Javascript, HTML, CSS
- Framework and Tools: bitcoind, Node.js, D3.js, Bootstrap, MongoDB

Course: Information visualization

Period: May 2014 » July 2014

Bold Project:

Subject: build a tool that classifies and predicts the species belonging from a specific genomic sequence.

Type: a Machine Learning Desktop tool

Tecnology:
- **Language:** Bash scripting, Python, Java
- **Framework and Tools:** MapReduce, Jellyfish, Amazon Web Service (EMR and S3)

Course: Big data

Period: May 2014 » July 2014

Pacman Projects

Subject: a collections of projects to create: a search engine, a crawler, a wrapper and a meanings extractor based on these data

Type: Java tools

Tecnology:
- **Language:** Java
- **Framework and Tools:** Lucene, HtmlUnit, Freebase

Course: Web information management

Period: March 2014 » July 2014

Yelp Predictor

Subject: build a software that predicts the stars of a review which a user would give to a place

Type: a Machine Learning tool

Tecnology:
- **Language:** Java, SQL
- **Framework and Tools:** MySQL

Course: Intelligent systems for Internet

Period: Dicember 2013 » January 2014

Twitter Sentiment Analysis

Subject: build a simple tool that parse a collections of tweet and determines whether it express positive or negative emotions.

Type: a Machine Learning tool

Tecnology:
- **Language:** Java
- **Framework and Tools:** n/a

Course: Artificial Intelligence

Period: September 2013 » October 2013

Bachelor's Thesis:

Subject: realize two IOS modules: one multithreading that process a collections of photographs and one that applies inbetweening's techniques to a frames collection.
Type: IOS application
Tecnology:
- **Language:** Objective-C, SQL
- **Framework and Tools:** OpenCV, Cocoa, Core Foundation

Period: June 2012 » September 2012

Personal Projects

Tetris:

Subject: develop a simple tetris game for Android devices, without use any frameworks (except for AndroidSDK). It was a little experiment to play with Android, canvas and handling manually multithreading problems.
Type: Android application
Tecnology:
- **Language:** Java
- **Framework and Tools:** Android SDK

Period: May 2014 » June 2014

Plasm.js Desktop Release:

Subject: create a desktop installation for Linux (Debian-based) and OSX of Plasm. js environment (used during "Computational Graphics" course). It can: work offline, improve the APIs set and automatize the software's execution with sublime-text'build.
Type: desktop installer
Tecnology:
- **Language:** Bash scripting
- **Framework and Tools:** Plasm.js

Period: April 2013

Netkit LabGenerator:

Subject: create an automated tool for the Netkit environment (used during "Infrastructure of Computer Networks" course), that highly reduce the creation time of a laboratory.
Type: Scripting tool
Tecnology:
- **Language:** Bash scripting
- **Framework and Tools:** Netkit

Period: November 2012

Manga Downloader:

Subject: a simple Java automatic tool to download mangas from MangaEden site.
Type: Java application
Tecnology:
- **Language:** Java
- **Framework and Tools:** jsoup, swing

Period: July 2012

Skills

Personal Skills

I like to work in new projects, cause I always looking for a new challenges.
Also i have a good team skills, developed during the education period.
Indeed I have done a lot of projects at the University in teams of 2-4 people.

Technical Skills

Language:
- **italian:** native
- **english:**
    - **B2:** listening and reading
    - **B1:** speaking and writing

Main Competence:
- general software design and development
- Computer Vision, Image Processing and Machine Learning
- Android development

Operating System:
- Linux (Debian-based)
- Windows
- Mac OSX

Programming Language:
- Java, C#
- Python, Bash scripting, Javascript
- C, C++
- Ocaml

Database System:
- SQL (PostgreSQL, MySQL)
- No-SQL (MongoDB, Hadoop MapReduce)

Frameworks:
- OpenCV
- Android SDK
- .NET Framework

Personal Interests

I love technology, specially everything about Computer Vision and Augmented Reality, optical illusions and videogames.
I like play sports. Instead I did skateboarding, snowboarding, swimming and kickboxing.
Also sometimes i play soccer or basketball with some friends.
I like animals, specially reptiles and felines.
I like travelling, discovering new countries.