

Riccardo Pasianotto

Education

Master Joint Degree in Computer Science

University of Udine — Alpen Adria Universität Klagenfurt

Expected graduation in winter 2019

Relevant courses: Process Engineering, User Experience Engineering, Software Engineering

2016 – PRESENT
Udine, IT
Klagenfurt, AU

Bachelor Degree in Web Technologies and Multimedia, University of Udine

Graduated with mark 101 out of 110

Relevant courses: Algorithms, User Interaction, Database structures

2013 – 2016
Udine, IT

Skills

Programming Languages: Java, Javascript, Ruby

Languages: Italian, English (Proficient)

Interpersonal skills: Ability to feel other people feelings and be empathic. Team player and group builder.

Work Experience

[Archeido Srl](#) — *Software Engineer*

Design and development of real time conferencing platform to train salespersons

- Built matching system used to train groups of 10-15 salespersons by creating in-cache infrastructure and websocket communication for real-time interactions.
- Selected best technology stack to fit the needs of product's features negotiated with third party client that committed the job to Archiedo Srl.
- Successfully shipped in time the web platform even under pressure due to technological solution complexity that required deep debugging and testing.

02/2017 – 08/2017
Udine, IT

Tech stack info:
Rails, ReactJS,
Redis

[Datamantix srl](#) — *Software Engineer*

Developed and launched Kaitiaki-Edu educative platform to collect data for NLP

- Ideated welcoming web platform that was targeted to class activities in secondary schools by analyzing professors needs and their interaction abilities.

02/2017 – 05/2017
Udine, IT

Tech stack info:
Rails, ReactJS

[Datamantix Srl](#) — *Software Engineer*

Design and development of a web platform to build datasets for ML

- Guided product development and user experience design as lead developer by investigating user needs and use case scenarios.
- Created a web interface to annotate images that collected over 34,000 annotations which composed a dataset used to train models to recognize types of metals in heaps of waste.
- Collaborated with PhD graduate to define the dataset structure and its communication to the machine learning model through the design of an API service.

10/2016 – 09/2017
Udine, IT

Tech stack info:
Rails

[Italian National Olympic Committee](#) — *Software Engineer, Contract*

Design and development of a web platform to collect data from physical tests performed by students

- Platform created to support a research project of a professor that is used each year by over 100 experts deployed in over 700 schools in Friuli Venezia Giulia that collect data from around 14,000 students.

09/2016 – 11/2017
Udine, IT

Tech stack info:
Rails, ReactJS,
Heroku, AWS

- Design of usable user interface to allow experts to efficiently insert the high amount of data collected by defining an interaction model simple and immediate.

Personal and academic projects

User experience engineering academic project: Smart home mobile app

10/2017 – 01/2018
Klagenfurt, AU

- Group leading in the ideation and definition of a concept product in the smart home domain that resulted in maximum grade evaluation.
- Performed in-group brainstorming and wireframing activities to analyze product features and design choices to combine all different point of view of members.
- Conducted user testing of a mockup application with 6 different people in controlled environment that successfully provided useful feedback on UX.

Creation of an user experience concept of html form in Codepen

03/2016

- Ideation starting from a referencing Dribbble bucket of an user interaction and experience that resulted in one of the most hearted “pens” in the hosting platform and reached over 90,000 views

Ideation and creation of a web application to automatically convert university timetable as events in Google Calendar

10/2015 – 02/2016
Udine, IT

- Decided to build an automated tool with Calendar API and Google Auth to convert my timetable into Calendar Events instead of doing it myself.
- Created this tool to overcome complexity and low accessibility of timetables
- Launched this tool publicly to allow all students in university to access its automation features and no longer need to use crappy timetable system.
- Iterated over first concept to include timetable visualization feature directly through my system instead the university one.
- Reached over 300 students and synced more than 1000 events in personal calendars. This year the university system has the same features I ideated two years ago.

Tech stack info:
Node.js,
Digitalocean,
MongoDB

Extracurriculars

Open source [contribution](#) to git-point project

01/2018

- Pull request to enhance the user experience and design of a badge in the app
- Refactoring of code to use more recent library

Tech stack info:
React Native

Collaboration in YouTube teaching series by Googler [Travis Neilson](#)

08/2014

- Made [contributions](#) through pull requests in github project
- Made [video](#) in collaboration with Travis explaining a technical solution to fix a feature modification of a library the project was dependent on.

Community Service as educator

2011 – 2013

- Served my local community in activities as educator.
- Leded the group of educators in organizing activities for childrens.

Actor

2012 – 2014

- Acted in different theatrical performances, even in front of more than 5000 people.