

Riccardo Pasianotto

Nationality: Italian, Current Location: Italy, Venice
Languages: *Java, Python, Javascript, Ruby, R*
Highly empathic, team player and group builder.

Phone:

Email:

Lang: *---*

Birth

Education

Master Double Degree in Computer Science 110/110 03/2017 – 07/2020
University of Udine — Alpen Adria Universität Klagenfurt

Bachelor Degree in Web Technologies and Multimedia 101/110, University of Udine 10/2013 – 12/2016

Experience

Danieli Automation — *Software Engineer Internship — Master Thesis* 02/2020 – 06/2020
Udine, IT - Remote

Comparative analysis of deep learning techniques for automatic scrap classification

- Novel implementation of state-of-the-art convolutional neural networks models to tackle image segmentation tasks.
 - Engineered a machine learning pipeline with tensorflow to efficiently train defined neural network models.
 - Containerized and deployed the application to a Nvidia DGX system to perform the training process on high optimized GPUs.
- Tech stack:
TensorFlow 2.0,
Python,
Docker,
NVIDIA DGX System

Dal Ben S.p.a. — *Consultant* 12/2018 – 04/2019
Remote

Engineered a distributed web application to monitor and track the location of assembly parts within the facility site

- Analysis of stakeholders needs to define project requirements and expected deliverables.
 - Successfully designed and developed a distributed solution that has been deployed in the facility site, improving awareness of assembly parts location and physical space utilization.
 - Improved production planning thanks to the definition of a new manufacturing tracking process.
- Tech stack:
Google Cloud
Platform,
AngularJS,
Firebase

Italian National Olympic Committee — *Software Engineer* 2016 – Ongoing
Remote

Design and development of a web application to build yearly datasets to support academic research

- The web application successfully collected data from more than 14,000 students producing a dataset a year since 2016.
 - Design of a user interaction model to allow data collectors to efficiently insert high amount of data efficiently without errors.
 - Managed the deployment and scalability of software through PaaS solutions.
- Tech stack info:
Ruby on Rails,
ReactJS,
Heroku, AWS

Datamantix Srl — *Software Engineer* 10/2016 – 09/2017
Udine, IT

Lead the development of a web platform to build datasets for machine learning

- Guided product development and user experience design as lead developer by investigating user needs and use case scenarios.
 - Built ad-hoc web interactive interface to annotate images which collected over 34,000 annotations.
 - The dataset produced has been successfully employed in a deep learning pipeline to train CNN models.
- Tech stack:
Ruby on Rails

Archeido Srl — *Software Engineer* 02/2017 – 08/2017
Udine, IT

Lead the development of a real time conferencing web app to train salespersons

- Innovative in-cache infrastructure to dynamically match salespersons and persists web sessions to re-establish conference rooms in case of errors.
 - Successfully shipped in time the web platform even under pressure due to technological solution complexity that required deep debugging and testing.
- Tech stack:
Ruby on Rails,
ReactJS, Redis,
Websockets

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.

Development of an user experience concept 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

Development 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.
- Launched this tool publicly to allow all students in university to access its automation features and no longer need to use unfriendly timetable system.
- Iterated over first concept to include timetable visualization feature directly through a web application instead the university website.
- Reached over 300 students and synced more than 1000 events in their personal calendars. The following years, the university system has the same features I crafted in this project.

Tech stack: 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:
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

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