

## EMPLOYMENT

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**Software Engineer** **HERE Technologies** **June 2016 - Present**

- Started as an Intern, promoted to full time employee after 2 months.
- Working as a Research Software Engineer in the Traffic team, submitted 12 patent applications.
- Designed and Implemented a new streaming path-based map-matching algorithm that came in first places in an internal competition. It is being considered for implementation in the production Traffic Engine. It improves the current one by as much as 5% in precision.
- Designed and implemented three new products for Traffic, all in production implementation queue and patents pending.

**Graduate Research Assistant** **University of Illinois at Chicago** **December 2015 – May 2016**

- Worked in the Electronic Visualization Laboratory.
- Worked on a State of the Art Report on Visual Integration of Spatial and Non-Spatial Data.
- Developed a therapy explorer visualization for a precision analysis of head and neck cancer therapy.
- Developed a web application to visualize different datasets of brain activation network analysis on lab mice.

**Graduate Teaching Assistant** **Politecnico di Milano** **Spring 2015**

- Teaching Assistant in the Software Engineering class.
- Helped students developing the final project for their Bachelor degree.
- Taught software architectural and design patterns.

## EDUCATION

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**Chicago, IL** **University of Illinois at Chicago** **Spring 2015 – Summer 2016**

- **Master of Science in Computer Science**, August 2016. GPA: 4.0.
- Graduate Coursework: Software Engineering, Data Visualization, Machine Learning, HCI, Mobile Development.

**Milan, Italy** **Politecnico di Milano** **Fall 2011 – Spring 2017**

- **Master of Science in Computer Science and Engineering**, July 2017. 110/110 with Honors/Laude.
- **Bachelor of Science in Computer Engineering**, July 2017. 102/110.

## TECHNICAL EXPERIENCE

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### Projects

- **HERE Traffic Innovations**: 3 Patent pending new Traffic products. Java/Scala backend plus JavaScript clients.
- **Keypad Layout (2017)**: Open Source project to control windows layout on Mac. Contributed on [Github](#).
- **SageBoard (2016)**: Part of the [SAGE2](#) open source project, a real time shared digital whiteboard developed using Node.js and D3.js.
- **REMBrain (2016)**: Web application developed to compare multiple time series. Used D3.js to visualize and compare brain cells activation in lab mice over time. Paper under review at JIST.
- **SheepLand (2014)**: A distributed board game entirely written in Java, using both sockets and RMI.

## ADDITIONAL EXPERIENCE AND AWARDS

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- **Second Prize, Hackaton for Wildlife**: Second prize for best prototype. Developed a game in Unity.

### Languages and Technologies

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- Java; JavaScript; Scala; Python; C++; Go; Swift; Objective-C; C#;
- Node.js; Akka; Spark; React.js; D3.js; Unity;