Simone Mattioli

Via Mario Baldelli 26
Forlimpopoli (FC), Italy
+39 389 2830914
Mail: simo.mattioli1998@gmail.com
GitHub: https://github.com/SimoneMattioli98
Personal blog: https://simonemattioli.vercel.app/
LinkedIn: https://www.linkedin.com/in/simonemattioli/

EDUCATION

Bologna University, Bologna
MSc in Computer Engineering

OCTOBER 2020 - CURRENT

Major: Computer Engineering

Bologna University, Cesena
BSc in Computer Science and Engineering

SEPTEMBER 2017 - OCTOBER 2020

Graduated with 101/110.
Thesis: Text recognition from paper receipts using traditional and Deep Learning technologies via client Android.

Computer Vision, Deep Learning, Android, Flask

Northwest Highschool, OHIO
High school diploma

AUGUST 2015 - JUNE 2016

Exchange year in the USA.

SOME PERSONAL PROJECTS

Personal Blog

Actively writing blog posts about my projects based on Deep learning, FrontEnd Application and other topics that teases me. Check it out at the following link:
https://simonemattioli.vercel.app/

Blog, Jekyll

ChessApp

Deep Learning for computer vision project.
Android application for chess board detection and pieces prediction using a neural network for classification trained on home-made dataset and tested on different techniques. The application also creates a virtual representation of the board allowing the user to visualize the classification results. Working on a version that communicates with a flask server.

Chess, Deep Learning, Android, Classification

Text Detection & Recognition For Paper Receipts

Thesis project. Allow users to take a picture, with a custom mobile application, to a receipt and send it to a remote server that extracts the text from the image.

Deep Learning, Tesseract, Flask, Android, Computer Vision

Planet Dance

React application wrote in typescript that shows the drawings created by two planets during their revolution around the sun. Check it out at the following link:https://planet-dance.vercel.app/

Astronomy, Typescript, React

Crop Maze

Arcade shooter survival video game. Object oriented project valued with a score of 30L. Protect your farm from the aliens using different weapons and perks.

Java, Object Oriented Programming, Videogame

WORK EXPERIENCES

Maggioli,Italy
Junior Software Engineer

NOVEMBER 2019 - *PRESENT*

Working on there search and development team.
Working on European project "Factlog". The project consists in creating a base structure for a smart factory. 30 European states are involved.
Worked in face recognition, text detection and speech recognition project

Computer Vision, Deep Learning, Machine Learning