

Francesco Sarracco

Software Engineer

Personal Informations

Name: Francesco Sarracco

Date of birth: 8th of April 1987

Nationality: Italian

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Profile

Computer science graduate. I'm a passionate person in any part of my life, from my work to my spare time. I really like to face difficulties and to adapt my skills to solve problems. I'm eager to learn new things about programming languages and technologies. I'm a quick-study and I give the best under pressure. I'd like to open up my horizons working in an heterogeneous environment.

I really like to play sports and to train, but above all I love to travel, meet new people and learn about their culture.

University and Masters

September 2006 / April 2010 *Three-year degree in Computer Science at University of Florence (99 out of 110):*

- During that period I learned a pretty wide mathematical knowledge (Analysis I and II, Computational Geometry, etc...), I studied some algorithms used in machine learning, in image analysis and manipulation, sorting algorithms of many kinds and base notions of cryptography.
- Thesis: Implementation of the Progressive Photon Mapping algorithm and its integration with aRt (another Ray tracer, the ray tracer of the University of Florence, developed in C and C++).

September 2010 / October 2013 *Attending the Master in Compute Science at University of Pisa (Dropped out to study by myself):*

- During that period I learned some concurrent programming techniques, few artificial intelligence algorithms, base notions of robotics and few algorithms of image manipulation
- Erasmus in Paris lasting one year where I studied the things mentioned above. During this period of time I had to relate in a language that wasn't mine with a culture different from the one in which I grew up; including having to deal with bureaucratic problems in many different fields. That allows me to grow up as person and to open up my mind a bit more.

September 2014 / February 2015 *Approaching to Android world and development of my first app:*

The purpose of this app is merely of "show-up" what I learned about Android; in another words the app is more designed to show how I program and what is my knowledge in Android than for commercial purposes or for its originality. For example there is a part of the code where it's possible to see how I have no clue about how to solve a given problem, but the thing to notice is that even if my knowledge lacks of something I was still able to come up with an idea to solve that problem adapting what I know to different situations. Moreover this application has requested that I organized the work and split it in different compartments in such a way, however, they could then be easily adapted and merged. So it shows how my approach to the development is (I usually use the Agile approach).

February 22nd 2015 / April 23rd 2015 *Academy in Digital Innovation & CRM – Digital Enterprise Lab – Modis Italia:*

- I module: Digital Innovation Enterprise
- II module: Governance in the Digital Enterprise

- III module: Mobile Enterprise
- IV module: Social Enterprise
- V module: Analytics Enterprise
- VI module: Internet of things
- VII module: Bases of JAVA
- VIII module: Bases of mobile development (IOS / Android)
- IX module: Salesforce.com CRM
- X module: Build a start-up from scratch (a 2 months group work)

During this 2 months I've been working in a 4-men-team to think about a start-up to bring an analogical concept to a digital innovation. The main goal was to use all the things we've learned during the academy in order to build this idea. At the end of this period of time we had to present our work to a jury. Our project won the first place. The presentation and the full report will be visible on my website as soon as it will be back up on internet. I've even developed an e-commerce app to interface with our customers and the code can be seen on my GitHub profile (<https://github.com/frysay>); it's still a work in progress 'cause I made it in order to be effective for a presentation not for its use.

Skills

Advanced knowledge of Java learned during the University.

Advanced knowledge of C++: my thesis was about implementing and adapting an algorithm for rendering a type of lighting effects based on an article about the Photon Mapping. Since at the university we studied only Java, I learned C++ on my own so that I could integrate my code with the program made by the other students before me.

Advanced knowledge of Android Development: I've developed 2 apps so far. I worked at this app that let me deal with a number of challenges unique to the mobile programming, including to learn some of the most common and known Android bugs. It was about automatic events triggered by gps or by scheduling. The other one is an e-commerce app. It's possible to check out the code for both on GitHub (<https://github.com/frysay>).

During the university and the Erasmus I used also these programming languages: Mips, Clips, Prolog, AnsProlog, Strips (mostly Assembly language and developing tools for artificial intelligence and robotics).

Experience in Python/Django, HTML, MySQL, Matlab and Salesforce: I began studying Python/Django before turning to Android, but it's still a base knowledge. I studied HTML to develop a website and during the university, as well as Matlab and MySQL. I had a 2 weeks classes about Salesforce during the Academy in Digital Innovation & CRM.

Languages

Italian: native

English: fluent

French: intermediate