



Tommaso Romano'

Software Engineer

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I highly recommend to visit tommasoromano.com that have a CV/Resume-like style with all works and recognitions

EDUCATION

MSc Computer Science
University of Milan, Italy
October 2022 - Present

BSc Computer Science
University of Milan, Italy
October 2019 - October 2022

RECOGNITIONS

- Represented Italy at GamesCom 2022, pitched, met investors and dev from all over the world.
- Nominated in the Top 100 list of Italian GameDevs by StartupItalia
- One of the 4 winners of Bologna Game Factory (with project War of Wheels): funding and entrepreneurial accelerator dedicated to innovative startups
- Got 5M+ views of a prototype game and got many articles
- 1 Silver and 2 Bronze at Italian Championships of athletics

WORK EXPERIENCE

Frontend Engineer

FamaLabs

August 2022 - Present

Fama Labs is an experienced company in distributed systems and cloud architectures in the healthcare.

- Engineered the architecture and reusable software for the project MAP: Medical Adaptive Platform is a React dashboard built for doctors to easily manage CRF, Case Report Forms, surveys and more.
- Engineered the library map-ui: a React UIKit for web dashboard
- Engineered the form compiler and form builder with a scalable and reusable hierarchy
- Tech used: Next.js, React, TypeScript, Redux, Nx, Storybook, MaterialUI (MUI), git

Game Engineer (Founding Team)

DreamBits Studio (War of Wheels)

May 2021 - Present

War of Wheels is a fast-paced multiplayer game about fighting cars in a medieval-punk environment.

- Winners of Bologna Game Farm 2021: funding and entrepreneurial accelerator dedicated to innovative startups.
- Participated in many expositions and events like First Playable (Pisa), GamesCom (Cologne), GamesConnection (Paris)
- Pitched the project to many international publishers and investors, shared ideas and met devs from all over the world
- Engineered a Networking solution for Multiplayer Synchronization.
- Engineered the in-game Level-Editor Software Architecture for creating custom arenas, and save/load system.
- Tech used: Unity, C#, Photon Realtime, GitLab

ML/Data Engineer

Smart Bear EU

April 2022 - October 2022

Smart-Bear is a big data platform funded by the EU, offering evidence-based interventions thanks to predictive analytics

- Worked on Data Imputation, Data Augmentation and Data Visualization. Using predictive algorithms like MICE and Random Forest. Studying their performance and effects on distribution and correlation matrices
- Tech used: Python, PySpark (Apache), SparkSQL, MLlib, scikit-learn, Echarts.js (Apache), Docker, git