Davide Paolillo
Computer Science Master Student

Personal History

I am a very positive guy, with a passion for the Computer Science.
I really enjoy to develop small computer and mobile apps (and games) in my spare time.
What i enjoy the most in my field are algorithms and data structures, this passion brought me to achieve the Bachelor's degree in CS.
I am very motivated and talkative person.

Talents

- Efficient team-worker
- Deep knowledge of algorithms and data-structues
- Great English speaker
- Prone to learn new languages / technologies/frameworks

Contact Information

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Working Experience

DEVELOP PLAYERS
Founding Partner | September 2021 - present

- Founder of an innovative startup.
- Focus on the development of serious games.
- Using technologies such as Unity, AWS, Python, C# and Django.

UNIVERSITY OF BOLOGNA
Research Fellow | August 2021 - present

- Research in the field of gamification.
- Development of a Unity application.
- Development of a solid backend for the main software.
- Research in the field of UX and UI.

FREELANCE
Fiverr and similar | November 2019 - present

- Implementation of some Apps and Websites with flutter.
- Develop of complex Computer Graphics applications.
- Use of MongoDB, NodeJS, Firebase for the backend.

Academic Background

UNIVERSITY OF BOLOGNA
Computer Science
Bachelor's degree

- Graduated with a score of 93 out of 110
- Knowledge of the main programming languages such as C++, JS, C#, Java, Html, CSS, PHP, C, Dart.
- Thesis about a game based on the principle of "Sustainable Development".

UNIVERSITY OF MILAN
Computer Science
Master program

- Currently attending the LM-18 master's degree in CS.
- Worked as an academic tutor for a year.

My Projects

My Thesis, a small clone of the acclaimed "Pokémon GO" game built with Unity Engine, can be found *here*.

A clone of the "WhatsApp" app, can be found *here*.

A small web app that imitates "Just Eat", can be found *here*.

In addition to that you can find some of my personal projects in the following BitBucket repository:

Davide Paolillo - BitBucket

A fun "learning population" app that uses genetic algorithms *here*.

One of the biggest and most interesting games I've ever worked on can be found *here*.

A small app to visualize the main pathfinding algorithms *here*.

A research project for the University, that combines Computational Geometry with Computer Graphics to generate random shapes *here*.