

# Matteoni Federico

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**Born on:** 09 August 1996

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## Education

### University of Pisa

Pisa, Italy

MSc in Artificial Intelligence

September 2021 – **Currently**

BSc in Computer Science

September 2015 – October 2021

Main subjects: software design and development, artificial intelligence principles, design and implementations

## Experiences

### Garmin Italy Technologies

Massarosa, Italy

Software Engineer

June 2022 – **Currently**

Currently working on the Navionics' Boating app on Android/iOS platforms, using languages like Kotlin and Swift as well as Java, Objective-C and C++, and frameworks like Jetpack Compose.

### Alfa Service

Lucca, Italy

Computer Tech. Apprenticeship

April – October 2017

Computer maintenance in the laboratory and interfacing with corporate and private customers regarding remote software updates. Also experience in managing storage and designing solutions for customers.

### National Research Council, ISTI

Pisa, Italy

School's Apprenticeship

Januray – Febraury 2015

Collected data generated by mobile and wearable devices to support the study of indoor localization algorithms.

## Latest Publications

### Continual Learning for Human State Monitoring

[Arxiv](#)

Empirical evaluation of some Continual Machine Learning methodologies, presented in a talk at the ESANN 2022 conference.

## Latest Projects

### Pinball on Android

[GitHub](#)

Porting of a classic Pinball game on Android, built with the SDL library and leveraging the JNI tools.

### Caput Draconis Duels

[Play Store](#), [App Store](#)

Android/iOS app built with Kotlin Multiplatform, made in collaboration with a cultural association.

## Skills

### **Programming Languages**

10+ years experience with: Java, Python, C, C++, SQL, Javascript

5+ years experience with: Kotlin

Currently building experience with: Swift, Objective-C, C#

### **Technologies and Environments**

15+ years experience with Windows e GNU/Unix, both usage and app design and development.

Currently familiarizing with Mac OS.

10+ years experience with Android, both usage and app design and development. Experience with Jetpack Compose, Kotlin Multiplatform, Firebase, Room, networking and more.

Currently familiarizing with iOS, with SwiftUI, UIKit and Foundation.

### **Artificial Intelligence**

Academic and personal experience with popular Machine Learning libraries (TensorFlow, PyTorch, Avalanche), as well as development from scratch of ML models from concept and dataset preprocessing, to training and finetuning, to evaluation and usage.

### **Other Computer Science related skills**

I write in LaTeX daily since 5+ years.

Personal experience in game design and development, started with RPG Maker and currently familiarizing with Unity.

Always up-to-date with novel technologies, ideas and news.

### **Soft Skills**

I am a good team player, able to handle very different personalities from mine and always ready to find the common-ground that points to the best course of action.

### **Languages**

Italian (native), english (C2)

## Other Interests

I am an avid reader of all kinds of books, from essays to fiction and comics. I also love photography, and have been an hobbyist photographer since about April 2020 ranging from portraits to astrophotography. I am an amateur astronomer since I was little and I never miss a space-related event, closely following both space-travel developments as well as space-related discoveries and developments.