Matteoni Federico

Last update on 2026-11-08



Born on: 09 August 1996
e-Mail: federicomatteoni@live.it
Tel.: (+39) 347 5618436
Web: fexed.github.io
GitHub: github.com/fexed
LinkedIn: linkedin.com/in/fexed

Education

University of Pisa — Pisa, Italy
MSc in Artificial Intelligence — September 2021 – September 2025
BSc in Computer Science — September 2015 – October 2021
Main subjects: software design and development, artificial intelligence principles, design and implementations

Pubblications

Continual Learning for Human State Monitoring — arxiv
F. Matteoni, A. Cossu, C. Gallicchio, V. Lomonaco, D. Bacciu.
ESANN, 2022

Experiences

Garmin Italy Technologies — Massarosa, Italy
Software Engineer — June 2022 – **Currently**
Working on Boating, Active Captain and other mobile apps on Android/iOS platforms, with Kotlin, Swift, Objective-C and C++, and frameworks like Jetpack Compose.
Designed and developed multiplatform apps and libraries with Kotlin Multiplatform and Compose Multiplatform.
Developed AI models from scratch with legacy data for internal AI-based tools, curating every step from design, to dataset processing, to model training and evaluation.

Latest Projects

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

Languages

15+ years: Java, Python, C, C++, SQL, Javascript, and others.
7+ years: Kotlin
5+ years: Swift, Objective-C, C#

Tech Stack

15+ years experience with Windows and GNU/Unix, both usage and app design and development.
15+ years experience with Android, both usage and app design and development. Worked with Jetpack Compose, Kotlin Multiplatform, Firebase, Room, networking and more, as well as design patterns like MVVM and MVC.
5+ years experience with iOS app development, with SwiftUI, UIKit and Foundation frameworks.

AI	Enterprise experience in developing AI models from scratch, dealing with legacy data, in all design and development steps: from concept and dataset preprocessing, to training and finetuning, to evaluation and usage. Experience with popular Machine Learning libraries (TensorFlow, PyTorch, Avalanche)
More	Personal experience in game design and development. Always up-to-date with novel technologies, ideas and news: daily I listen to tech podcasts and read tech-related newsletters and forums.
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. I put a lot of effort in standardazing and sharing knowledge inside the org, and fixing processes that suffer from legacy issues. I documenti and try to streamline workflows, taking time to write down undocumented processes, as well as finding ways to improve efficiency: I often build small tools to help colleagues in their tasks. I don't shy away from expressing my point of view on things, and appreciate when others do the same: discussing different ideas is the best approach in finding the best solutions. Experience in preparing and giving tech talks on topics that I've familiarity with, in both english and italian languages.
Spoken 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 hobbist 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.
Disclaimer	No AI was used in the writing of this document. I'd appreciate if no AI will be used in the selection process.