europass Curriculum vitae

PERSONAL INFORMATION

Alessandro Sestini

Arezzo, 52100, via Occhini 7, Italy

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alessandrosestini92@gmail.com

https://sestoale.github.io

Date of birth 16 October 1992 | Nationality Italian

WORK AND EDUCATION

Nov 2019 – **Doctoral Research Fellow in Smart Computing**

Supervisor: Andrew D. Bagdanov,

topics: Deep Reinforcement Learning for video games production,

Università degli Studi di Firenze, Florence.

Dec 2016 – Feb 2019 **Master degree in Computer Engineering**

Vote: 110/110 Magna cum laude.

Thesis: "*DeepCrawl: Deep Reinforcement Learning for turn-based strategy games*",

advisors: prof. Andrew D. Bagdanov, Marco Bertini,

Università degli Studi di Firenze, Florence.

Sept 2012 – Dec 2016 **Bachelor degree in Computer Engineering**

Vote: 106/110.

Thesis: "*A mobile App for the automatic recognition of museum artworks and the semi-automatic management of multimedia feedback*",

advisor: prof. Alberto del Bimbo,

Università degli Studi di Firenze, Florence.

Jun 2011 **Secondary school diploma**

Liceo Scientifico “Francesco redi”, Via Leone Leoni, Arezzo.

PUBLICATIONS

2019 **DeepCrawl: Deep Reinforcement Learning for Turn Based Strategy Games**

Alessandro Sestini, Alexander Kuhnle and Andrew D. Bagdanov

Proceedings of AIIDE Workshop on Experimental AI in Games.

PROJECTS

DeepCrawl | Machine Learning and Videogame Developement

Use of Deep Reinforcement Learning techniques for the development of RogueLike games; the game was implemented in Unity and C# and the DRL model was implemented in python.

https://github.com/SestoAle/DeepCrawl

Wesnoth Companion App | Human Computer Interaction

An Android application (Java) that completes the game experience in mobility for the tactical role-play game Wesnoth.

https://github.com/SestoAle/Wesnoth-Companion-App

SeeForMe | Human Computer Interaction and Machine Learning

An Android application (native Java) for the management of semi-automatic multimedia feedback for a visual recognition system of artworks.

https://github.com/SestoAle/SeeForMe

Facial Expression Prediction | Image Processing and Machine Learning

This project aims to predict different facial expressions given a neutral model, to populate a Neural Network dataset.

https://github.com/SestoAle/Facial-Expression-Prediction

More on https://github.com/SestoAle

PERSONAL SKILLS

Mother tongue Italian

Other languages

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	B2	B2	B2	B2

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user
Common European Framework of Reference (CEF) level

Programming skills

- Java, C#, C/C++, Android, python, javascript, PHP, HTML/CSS, MATLAB, LaTeX.
- Interested on Machine Learning and Neural Networks, Deep Reinforcement Learning, Videogame development and design, Human Computer Interaction, Computer Graphics, Image Analysis and Processing, Software Architectures, Topics on Programming Languages.

Communication skills

- Excellent interpersonal and communicative skills, acquired during the university years. Ability to adapt to different cultural environments;
- ability to work in a group, acquired thanks to projects shared with colleagues for the development of software and projects for university exams;
- ability to relate with intercultural environments.

Organisational / managerial skills

- Excellent capacity for organization and planning. Excellent ability to work in a team and good interpersonal skills;
- full availability for business travel;
- full availability of residence transfers.

Other skills and interests Very fond of videogame culture and development; passionate about sports, especially football, motorsport and tennis; passionate about music and competent in playing guitar.

Driving licence A1, B.

ADDITIONAL INFORMATIONS

Main exams - Master Degree

- Human Computer Interaction - 30 cum laude
- Visual & Multimedia Recognition - 30 cum laude
- Computer Graphics & 3D - 30 cum laude
- Software Architectures & Methodologies - 30 cum laude
- Advanced Topics in Programming Languages - 30 cum laude
- Optimization Methods - 30 cum laude
- Image and Video Analysis - 30
- Advanded Numerical Analysis - 30
- Computational Vision - 30
- Parallel Computing - 29
- For a complete and more detailed list, see https://sestoale.github.io/download/list_eng.pdf

Main exams - Bachelor degree

- Software engineering
- Multimedia design and production
- Artificial intelligence
- Algorithms and data structures
- Operating systems
- Distributed systems
- Databases
- Mathematical analysis I, II
- Physic I, II
- Mathematical methods and probabilities
- Geometry and linear algebra
- More...