

VINCENZO POLIZZI



EDUCATION

- **Bachelor Automation Engineering in Politecnico di Milano, Milano Italy.** 2016 - ongoing
- **JUMP (Job-University Matching Project)** 2016 - ongoing
Extracurricular certificate of soft-skills such as public speaking, business management etc.
- **High School Diploma "Liceo scientifico A. Sciascia", Canicatti Italy** 2011 - 2016
Final evaluation: 100/100.

WORK EXPERIENCES

- **Scratch Coach during "Coding Girl Project", Asti Italy** 11/8/2018
I trained a class of young scholars to participate in a Scratch hackathon with *Fondazione Mondo Digitale*.
- **Trainers during "Make Learn Share Europe", Sheffield England** 10/22/2018 - 10/25/2018
I was the trainer of Digital Ambassadors in Sheffield with *Fondazione Mondo Digitale*.
- **"Esperto del Sindaco" of Burgio (AG), Italy** 5/4/2017 - 10/10/2018
I have developed an app to visit the city and I took care about informatic system of the municipality (ds. N.10 of 2017).
- **Digital Ambassador Make Learn Share Europe (MLSE), Gijon Spain** 10/2018
I was chosen as digital ambassador in MLSE project by *Fondazione Mondo Digitale*.
- **Chess teacher in Elementary school "De Amicis", Canicatti Italy** 2012 - 2013
I taught to play chess to a class of children in elementary school.

PERSONAL PROJECTS

- **Sierra (Automation)** 2018- Ongoing
A project to render a greenhouse autonomous using a set of sensors.
- **Monumenta (App)** 2016 - Ongoing
It is a native application for iOS and Android, I have developed this app to give a guide to the tourist to visit some cities in Sicily, through augmented reality the user can find monuments and so forth.
(<https://monumenta.iobii.com>).
- **Iobii (Useful for robotics and App)** 2016 - Ongoing
Iobii is a virtual assistant to guide the tourists around cities. It will be able to plan all the permanence in a city suggesting places to visit, restaurants, museums and so forth. It will be implemented in Monumenta
(<https://iobii.com>).
- **PoliAssembly (software)** 2016
I developed an interpreter for my computer science class, it shows the stack and the registers evolution of a program written in a pseudo-Assembly. It was promoted by my professor to my peers.
- **Viciopoli (Robotics)** 2016
I developed a robot that can follow colours, replay to pre-established phrases, sing and calculate in binary system. (High School exams "Humans and Machines")
- **Explorer (Robotics)** 2016
I built a robot that can find sounds, gas and light sources in easy unknown environments. (RomeCup 2016 and "Olimpiadi della robotica MIUR").
- **Colorful Spashes (no longer available) (iOS app)** 2012
It is a game I developed, the scope is for the players to splash the coloured balls before a red line. The difficulty is that the speed of the balls increases exponentially, and they move in a non-linear way.
- **Pentadrum (no longer available) (iOS app)** 2011
It is a native app I developed where there is represented a drum set and when the user taps the pieces of the set, the notes are added on the pentagram. The user can listen the track and increase or decrease the bpm (beats per minute).

- **iTonality (no longer available) (iOS app)**

Native app I have developed to automatically increase and decrease the tone of musical notes.

LANGUAGE SKILLS

- English C1
- Chinese mandarin A1

TECHNICAL SKILLS

- Programming languages: C, C++, C#, JAVA, PHP, MySQL, Java Script, Swift, Dart, MatLab, LabView.
- Microsoft Word, Pages, Microsoft Excel, Number, Microsoft PowerPoint, Keynote, Atom, Brackets.
- OS: Microsoft Windows, Mac OS, Linux Debian distro (experiences with Ubuntu, Kali).
- Ubuntu Server configuration, LAMP environment.
- iOS and Android developer

AWARDS, COURSES AND COMPETITIONS

- **Summer School "The human being behind the man: the cyborg", Vienna** 7/28/2018-8/5/2018
Among all the topic I was struck by "The future of AI and Robotics" by Cesare Stefanini, Istituto di Biorobotica - Scuola Superiore Sant'Anna di Pisa.
- **Le migliori matricole dell'Anno Accademico 2016/17** 5/2/2018
It's a scholarship assigned to the best students by the Politecnico of Milan.
- **RomeCup Explorer category, Rome Italy** 2/18/2016
RomeCup is a robotics competition organized by *Fondazione Mondo Digitale*, I concurred with a robot in "Junior Explorer" category.
- **Un Logo per la mia scuola** 2015
I won the competitions to draw the logo of my high school.
- **"Memorial Filippo Vetro", Chess championship** 10/4-5-6/2011
Chess tournament first classified 6/6 match won.
- **Math games competition** 2010-2012-2014
"Olimpiadi della matematica" organized by Bocconi University (Milan), I won for three years the regional selections and I participated to the final competition in Milan.
- **Provincial chess championship** 2009 - 2013
I won 6/6 matches in provincial chess championship for 5 consecutive years. I also participate to national championships.

INTERESTS

- **Preferred Books**
"De brevitate vitae" by Seneca, "Gödel's Proof" by Ernest Nagel, James Newman.
- **Sport**
I played football for 2 years, basketball for 1 and I attended the swimmer agonistic course for 6 years.
- **Hobbies**
Play chess, drawing, coding and robotics.

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