

Alberto Malagoli

Current location:

Dublin, Ireland

Portfolio:

albemala.info

E-Mail:

albemala@gmail.com

Skype:

albemala

I am a Software Engineer with a solid background and a deep passion for User Interfaces and Human-Computer Interactions.

My main knowledge include the design and development of Android and iOS applications, with a focus on the front-end.

Please, find below a summary of my experience and my skills.

Skills

Programming languages

Java, Objective-C, C++, Python, Javascript

Web technologies

HTML, CSS, LESS

Frameworks

Android, iOS, Qt

Other knowledge

Git, Unity 3D (Game engine)

Experience

Software Engineer

Sep 2015 - Present

Daqri - daqri.com

- Helped development of core applications that are installed on the Daqri Smart Helmet, mainly focusing on the user interface. Implementation was guided by prototypes and designs.
- Implemented prototypes used to explore new Augmented Reality interaction paradigms.
- Helped development of frameworks used in the core applications.
- Main technologies: C++, Qt, Python.

iOS Developer

Dec 2014 - Sep 2015

IK Multimedia - ikmultimedia.com

- Developed iOS applications for the music field.
- Technologies: Objective-C, iOS API, Xcode.

UI Designer and Android/iOS Developer

Sep 2013 - Oct 2014 **CAD Touch** - cadtouch.com

CAD Touch is a professional CAD editor and viewer for touch devices.

- Redesigned the existing iOS version of the application and developed a new version of CAD Touch for both Android and iOS.
- Technologies: Java, Objective-C, C++, Android NDK.
- Dealt with problems like new interaction models, memory consumption and multithreaded operations.
- Result: a completely new application, with a more usable user interface and new functionalities.
- The application is currently published on the Google Play Store and on the Apple App Store.
- Redesigned and developed the new website.

Co-founder and Web Designer

Sep 2011 - Oct 2014 **Studio DE&P s.n.c.** - www.studiodeep.it

Designing and coding websites. Projects:

www.teatrocorame.it - Website for an acting company.

- Designed the website.
- Developed it using HTML5, LESS/CSS3 and JavaScript.

imdbpy.sourceforge.net - Website of an IMDB API, written in Python.

- Redesign of the previous website, improving the overall usability and look and feel.
- Implementation, using HTML5, LESS/CSS3 and JavaScript.

Intern

Mar 2012 - Nov 2012 **Smart Vortex** - www.smartvortex.eu

Smart Vortex is a European research project, composed of 14 partners. Its goal is to provide a technological infrastructure consisting of a comprehensive suite of interoperable tools, services, and methods for intelligent management and analysis of massive data streams, to achieve better collaboration and decision making in large-scale collaborative projects concerning industrial innovation engineering.

My contribution:

- Design of a Visual Query Language over data streams, of the visualization of queries results and of the Visual Query Editor to compose the Visual Queries.
- Programming of a complete Web application (client side, middleware and backend) to implement the preceding features, using HTML/CSS/JavaScript, JSP/Java and SQL.

This work led to my Master's degree Thesis titled "Visual Querying and Results Visualization Over Very Large Data Streams".

Education

Master's degree in Computer Engineering

Nov 2009 - Dec 2013 **University of Modena and Reggio Emilia, Italy**

Main classes/subjects:

- Programming (mainly Java and JSP) and Software Engineering.
- Relational and NoSQL Databases.
- Web Services and Web applications, from client side to server side (middleware and backend).
- Operating Systems (mainly UNIX) and their internal functioning.

Degree Thesis project: Smart Vortex (see below).

Human-Machine Interface classes

Sep 2010 - Feb 2011 **Polytech Nice-Sophia Antipolis, France**

Main classes/subjects:

- Definition, creation of prototypes and evaluation of user interfaces, through incremental improvements of mock-ups and user testing.
- New interaction models, such as zooming interfaces and augmented reality.
- Development of different projects as classwork, working in small, international teams.

Bachelor's degree in Computer Engineering

Sep 2005 - Sep 2009 **University of Modena and Reggio Emilia, Italy**

Degree Thesis project: Analysis and development of a finger tracking application for Augmented Reality.

Personal projects

Coloralescence

2015

Android and iOS game - [Website](#)

- Design and implementation, using Java and the Android API for the Android version, and the iOS API and Objective-C for the iOS version.
- Currently published on the Google Play Store and on the Apple App Store.

Colori

2014

Android and iOS game - [Website](#)

- Design and implementation, using Java and the Android API for the Android version, and the iOS API and Objective-C for the iOS version.
- Currently published on the Google Play Store and on the Apple App Store.

Lights Out

2009

Android game - [Google Play Store](#)

- Design and implementation, using Java and the Android API.
- Currently published on the Google Play Store.

Personal details

I always apply my passion for detail and clarity to the projects I work on. I love to organize and plan my work to be more effective and productive.

I speak Italian, English and French.

Interests

Guitar, photography, psychology, travelling, art, design.

Volunteering

Blood donor at AVIS (Italian Blood Volunteering Association).

