Alessandro Costantini

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Software Engineer with extensive experience in software architecture and systems design. Specializing in developing software for industrial and robotic applications, enhancing automation, optimizing process monitoring, and improving operational workflows. Proficient in multiple technologies, including both back-end and front-end development. Always eager to learn new technologies to have multiple options when designing software systems and creating efficient solutions.

WORK EXPERIENCE

SEPT 2022 - NOW	R&D Software Engineer **Adige Spa - BLM Group - Levico Terme(TN) - ITALY** - Designed and developed software for automated machines with robotic integration, improving automation and operational processes. - Led the project from concept to final product, defining the software architecture, setting priorities, and ensuring coordination with multidisciplinary teams - Developed an advanced HMI interface for robotic movement control, enhancing usability and operator experience. - Overcame integration challenges between software and hardware, collaborating with engineering teams to optimize communication between system components. - Provided strategic technical support to stakeholders, translating business needs into scalable and maintainable software solutions.
JAN 2019 - SEP 2022	R&D Software Developer **Tecnoferrari Spa - Fiorano Modenese(MO) - ITALY** - Contributed to the design and development of software for supervising automated guided vehicle systems in manufacturing environments, particularly within the ceramic industry. - My role involved developing both the front-end and back-end architecture, ensuring seamless functionality and efficient communication between system components.

EDUCATION

2015 - 2018	Master Degree COMPUTER ENGINEERING, **Politecnico di Torino**, Torino
2012 - 2015	Bachelor Degree in COMPUTER ENGINEERING, **Università degli Studi di Modena e Reggio Emilia**, Modena

INTERNATIONAL EXPERIENCE

JAN 2018 - SEP 2018	Master Thesis - *Image Recognition for Robotic Applications* Brown University - Providence, RI - United States - Analyzed and developed computer vision algorithms based on feature detection and neural networks for object recognition in home environments. - Applied advanced computer vision techniques to improve precision in object manipulation using a 6-DOF robotic arm. - Experimented with machine learning-based solutions, optimizing object classification accuracy in dynamic scenarios

SKILLS

Programming Languages	C#, Javascript, Typescript, CSS, HTML, Java, VHDL, SQL, Python, RAPID
Software & Framework	.NET, React, Docker, TensorFlow, PyTorch, RabbitMQ, Git
Robotics & CAD	ROS2, RobotStudio , SolidWorks, OpenSCAD
Database	SQL server, EF Core, MySql
Soft Skills	Leadership, Cross-Functional Collaboration, Problem-solving, Teamwork, Stress management, Adaptability, Creativity, Critical thinking
Continuous learning	Improve Documentation aspect
Languages	English: B1, Italian: Mother tongue