Gerard Baholli

Date of birth : 14/11/1994
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PROFESSIONAL EXPERIENCE

- **Business Reply** — Silea (TV), IT
  Consultant — *Apr. 2022 - Apr. 2023*
  - **PLSQL**: Package and procedure creation for Oracle systems.
  - **Oracle BI Publisher**: Oracle management reports (both ERP Cloud and EBS).
  - **Oracle APEX**: Oracle low-code development platform.
- **Aton S.p.A.** — Treviso, IT
  Reaserch and Development Intern — *Dec. 2018 – Jun. 2019*
  - **RFID**: Project based on monitoring warehouse stocks with the use of RFID Technology. Project developed using Angular, for front-end, and an Aton Software with the integration of JavaScript code for the back-end.
  - **Other**: Prepared all necessary documentation regarding the softwares developed by the company and configured industrial devices such as palmtops and printers.

EDUCATION

- **University of Milan** — Milan, IT
  Master's Degree in Computer Science — *Sept. 2019 – Oct. 2022*
- **Ca' Foscari University of Venice** — Venice, IT
  Bachelor's Degree in Computer Science — *Sept. 2013 – Dec. 2018*

LANGUAGES

Italian: Native   **English**: Level C1   **Albanian**: Native

PROJECTS

- **Final Master Thesis**: Implemented AI for Human Activity Recognition using *OpenPose* and *TensorFlow* on Google Colab in Python.
- **University project *(Virtual Reality)***: Implemented Augmented Reality videogame for iOS, developed with *AR Foundation* in C# on Unity.
- **University project *(GPU Computing)***: CUDA implementation of a parallel version of the Quickhull algorithm for solving the Convex Hull problem.
- **University project *(AI for videogames)***: Implemented AI for F1 driver using Behavior Trees and Final State Machines in C# on Unity.
- **University project *(Statistical methods for ML)***: Implemented a neural network with the purpose of classifying fruit images using *TensorFlow* on Google Colab in Python.
- **University project *(Computational Geometry)***: Created a 2D puzzle videogame based on the Bézier curve, developed in C# on Unity.
- **University project *(Distributed and Pervasive System)***: Implemented a token based distributed system for pollution detection by using a remote procedure call framework (*gRPC*) in Java.
- **University project *(Online Game Design)***: Implemented a multiplayer 3D videogame prototype using *Mirror* library in C# on Unity.
- **University project *(Game Level Design)***: Drafted a videogame Game Design and Level Design. Developed the final prototype.
- **University project *(Object-Oriented Programming)***: Implemented in Java a faster version of *Magic: The Gathering*.
- **University project *(Programming)***: Implemented the T9 predictive text software in F#.
- **University project *(Database)***: Implemented an online videogame store using PHP.
- **University project *(Software engineering)***: Drafted the requirements document and developed an Android application that shows the Italian schools on the map.