

Francesco Paolucci



computer scientist

About me: I'm a recently graduated computer scientist, with lots of interest in the Digital Publishing and front-end development. I love reading comics, books and share this passion with others.

Personal Info:



06/08/1993



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Bologna, Italy



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Experience

ott 2019 - gen 2020 | Bologna, Italy

Bookshop Manager **Hamelin Ass. Culturale**

Bookshop manager for the 13th edition of BilBOlbul, the Bologna comic book festival.

Main activities:

- Managing the book list
- Get in touch with Italian and foreign publishing houses
- Organize the book sales during the days of the festival
- Taking care of the restitution.

ott 2018 - gen 2019 | Bologna, Italy

Bookshop Assistant/Website Supervisor **Hamelin Ass. Culturale**

Bookshop assistant and Website supervisor for the 12th edition of "BilBOlbul" comics festival of Bologna. The website was developed using the common Wordpress CMS.

Main activities:

- Managing book orders
- Help on the book sales
- Dealing the restitutions

ott 2017 - nov 2017 | Bologna, Italy

Website Supervisor **Hamelin Ass. Culturale**

Volunteer for the 11th edition of the "BilBOlbul" comics festival of Bologna.

- Articles, pages, translation, plug-in management in Wordpress
- Image editing with Photoshop and Illustrator
- Book shop
- Setting up of expositions

aug 2016 - sept 2017 | Perugia, Italy

Shop Assistant **Star Shop Distribuzione SRL**

My job was instructing the employers on learning the new management program of the store.

2013 - 2014 | Perugia, Italy

Web Developer **AppLab, University of Perugia**

- Web site design and development
- Major skills in CSS programming
- Client/server communication

Education

2016 - 2020

Master Degree in Computer Science, Software Techniques

University of Bologna

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Dissertation: "A Fitting Algorithm: automatic application of typographical constraints for printing text documents on browsers"

Developing of a fitting algorithm which help choosing a paginated sequence with a score system, established by typesetting rules (e.g. no widows or orphans, no flyspeck, no blank space), that will be then displayed on the browser using the open source framework Paged.js.

2012-2016

Bachelor Degree in Computer Science

University of Perugia

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Dissertation : "Wireless Network: the new generations"

Overview on the history of wireless communications from early analog phones, through 1G, Edge and 3GPP network to LTE with some final hint on the early 5G steps.

Computer science skills

Programming languages	Javascript, Python, Scala, PHP, Java, C
Web development	HTML5, CSS3, Bootstrap, Hugo
Others	Paged.js, Node.js, Latex, Balsamiq
CMS	Wordpress
Graphic Design	Photoshop, InDesign, Illustrator
Video making	Premiere Pro, After Effects
3D graphics	Blender

Spoken languages

Italian | English

Interests

DIGITAL PUBLISHING | PAGED MEDIA | DIGITAL HUMANIST | UX | DESIGN | LITERATURE | MUSIC | CINEMA | COMICS | VIDEO GAMES | BOARD GAMES | VIDEO MAKING | SOCIAL MEDIA | PODCAST