

Sebastiano Galazzo



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LinkedIn <http://it.linkedin.com/in/sebastianogalazzo>
Studies Master's degree in computer science, awarded July 30, 2003 at Università degli studi di Catania (Italy)
Current position Head of New Technology IT area at Visiant Contact

Technical skills

Programming languages	C / C++, PHP, SQL, Javascript/Ajax, Java, RDF, OWL
Platforms	Lamp (Linux, Apache, MySQL, PHP)
Databases	MySQL
Operating Systems	Linux, FreeBSD, OpenBSD, Symbian, Windows, OSX
Api	Google Adwords, Google Analytics, yahoo, paypal
Libraries	Apache 2.0 webserver modules development, Qt Nokia, libNET, libPCAP, Adodb, SDL, OpenGL

Mobile Development



Awards



[Imaging Competition 2012Q2](#)



2011 Contributors' Summit



Grand Prize winner of [PureView](#)

Certifications



**Nokia Certified
Qt Specialist**

Qt Developer Days 2010, Munich, Germany

During this event I also passed the "Qualified in C++ with Qt" beta exam

Nokia Certified Qt Developer : NQT000859 (Candidate ID)

Qt Ambassador :

<http://qt.nokia.com/qt-in-use/ambassadors/project?id=a0F20000006KW6vEAG>

Projects

<http://seo.witinside.net/genetic-algorithms/>

Research & Development



DSP - [Audio Noise Reduction in Windows Phone](#)

[Featured Article of the Week](#)

Digital Signal Processing. An approach for audio noise reduction using Fast Fourier Transforms on Windows Phone.

http://www.developer.nokia.com/Community/Wiki/Audio_Noise_Reduction_in_Windows_Phone



QHdrCamera

Project to provide **High Dynamic Range** Imaging processing on mobile devices. Developed in **Qt/C++** using 2D computer graphics algorithms.

https://www.developer.nokia.com/Community/Wiki/QHdrCamera_component_for_High_Dynamic_Range_Imaging



QAugmentedRealityCamera

Augmented Reality Engine that provides all features and functionalities to easy build augmented reality based apps. Project developed in Qt/C++ using 3D computer graphics algorithms.

<http://projects.developer.nokia.com/QAugmentedReality/>

Visit <http://www.developer.nokia.com/Blogs/Community/Tag/featured-article/> for the full list of featured projects and articles, looking for **galazzo** user name.

SEO

I studied the SEO (Search Engine Optimization), not only with regard to best practices, but also from the "mathematical" point of view, deepening the knowledge of algorithms such as PageRank, and algorithms underlying the Google activities.

Through pattern analysis and neural networks I have detailed questions concerning the world of keywords.

As for the SEO, the project that can certainly certify my experience in the field is "Genesis". It is a software that I designed and developed through the use of **genetic algorithms** and my knowledge of **image processing**. It finds the best distribution of internal links of a site to maximize PageRank. I invite you to read the article I posted on [Genesis](#)

I can say with enough certainty that no one has ever addressed this issue with this approach. You can check yourself by looking up google "seo genetic algorithms ".

Development libraries used: **Qt Platform**

Semantic web

That project, still under development, provides through the use of a neural network, the ability to create automatically an ontology and a knowledge base.

Design & Development

Design and development of complex **C / C++** applications

Developing GUIs in C++, using the **Qt cross platform libraries**, desktop and mobile

Design of complex web applications

Databases design and administration

Assembly programming, specialized on MMX, SSE, SSE2, SSE3, SSSE3, SSE4, 3DNow! (intrinsic) instructions set

Distributed programming

Excellent knowledge of computer graphics algorithms. 2D / 3D, DSP / Image processing

Knowledge of Artificial Intelligence algorithms

Master's degree Thesis

"A Computer Vision system to support road conditions "

Supervisor Chiar.mo prof. Giovanni Gallo.

Work experience

Current work

Company Visiant Contact srl - Milan - Italy

Employment contract Permanent / Full time

As Head of IT area, with the experience gained under the previous company, with a team of 8 people, I followed all the start-up phase of the project 892000 - **Vodafone Italia**.

A local search engine, integrated with a call center service. I am responsible from the software design, development process to deadlines. I work closely with my company's marketing director and with Vodafone' s Product Managers and QA for 892000. When appropriate my work involves travel to meet customers or to follow production on others headquarters of my company.

January 2005

Company Ubiquity, Hermess, iakké Group - Milan - Italy

December 2009

Employment contract Permanent / Full time

Head of C / C++ developers team.

- Design and development of a storage software in **C / C++**, used in **SEO**, called precisely "SEO machine". Is a btree, capable of storing a huge amount of data , but searchable in time $\log_M N$. Performance exceed the use of a database.
- Design and development of a local search engine. The engine was developed in **C / C++**, specifically on the distribution of Debian, **FreeBSD**, as Apache 2.0 webserver module. To improve performance have not been used Databases. In their place are used advanced data structures (AVL trees, HASH tables, dichotomous algorithms) directly into memory. For some procedures, particularly critical, was made use of **assembly language**. Have been implemented the functions of taxonomy , correction of the query strings and phonetic algorithms.

January 2004	<i>Company</i>	HT Informatica srl - Siracusa - Italy
January 2005	<i>Employment contract</i>	Permanent / Full time
		<ul style="list-style-type: none"> • Design and development of Databases, multimedia software for public and private companies operating in the health sector using C / C++. • Development of CRM based on web technology • Development of send / receive SMS systems, from the Web
October 2003	<i>Company</i>	Biesse srl - Modena - Italy
December 2004	<i>Employment contract</i>	Consultant
		Design and development of software for pattern recognition using Mathematical Morphology algorithms in order to improve the process of engraving pictures by laser on printing rollers. Used 2D computer graphics algorithms, developed in C++ under Windows.
October 2001	<i>Company</i>	LEAR Engineering srl - Modena - Italy
October 2003	<i>Employment contract</i>	Consultant
		Design and development of a video surveillance software, implementing the motion detection, with C / C++ and Assembly instructions, using MMX and SSE . Implemented, also streaming video features in broadcasting, with client / server architecture, developed in a Linux environment. The performances were judged by experts in the field above the average of commercial software and alignment to the top of the range of the value of € 25,000.00. During development, I have also experienced an image compression algorithm based on wavelet transform . Results gave better performance in terms of quality of JPEG and lower, by about 30%, compared to JPEG2000 .
September 2002	<i>Company</i>	Università degli Studi di Catania - Italy
July 2003	<i>Employment contract</i>	Consultant
		Implementation of a software that can determine the distance of visibility, inside a moving vehicle, using cameras and a GPS system. Used in 3D and 2D computer graphics algorithms developed in C / C++