

Alessio Orlando

EDUCATION AND TRAINING

		Bachelor's
degree		
[15/06/2020]		
	Sapienza Università di Roma	
	Address: Rome, Italy	
	Field(s) of study: Computer Science	
	Final grade: 110/110	
	Thesis: Relation extraction between character in English novels with BookNLP	

[2020 - Current]

Bachelor's Mastrer degree

Sapienza Università di Roma

Address: Roma, Italy Field(s) of study: Computer Science

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s): English LISTENING B2 READING B2 WRITING B2 SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

PROJECTS

[2019 – 2019] **Babelarity**

Java text analyzer for semantic and lexical similarity between words and documents.

[2021-2021] FakeNews_LSTM

Machine Learning model written in Python created with the main scope of recognizing and categorize FakeNews on social media.

[2021-2021] BrawlltOut

Human Computer Interaction prototype. An android application/game that uses Haptic, Tactile and Gestural Interfaced to let people play against each other.

[2021 – 2021] YogaPose

Visual Machine Learning model that tries to correctly determine which yogapose the subject is performing based on an image taken during the execution.

[2022 – 2022] ReadItForMe

Application that leverages gestural interaction to allow a more natural interaction between user and reader. The application is multimodal, as it still allows the usual touch input and this should give the user a great freedom. The project comes in the form of and Android application.

[2022 – Current] Parametric Human Body Shape Modeling

Working on Parametric Human Body Shape Modeling for comfort analysis

DIGITAL SKILLS	
Good Competen	ce
	Tensorflow Pytorch Java Python Android
	Adeguate Competence Docker Assembly Scala html css javascript
	Basic Competence C, C++c C# Other knowledge : database(SQL), Linux(Bash C programming)
COMMUNICATION AND INTERPERSONAL SKILLS	
	Soft Skills

Easily get into teams, eager to constantly learn and farsighted. I always try to make the most out of my time.