# Gabriele De Lucia

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### Introduction

Master's student in Computer Science at Sapienza University of Rome, with research interests in human-computer interaction (HCI), machine learning, and digital commensality. My work focuses on AI-driven interactive agents, multimodal interfaces, and behavioral recognition. Actively seeking research opportunities aligned with LLM-based conversational agents.

#### Education

### M.Sc. in Computer Science, Sapienza University of Rome (2022 – 2025)

- Relevant courses: Big Data Computing, Autonomous Networking, Computer Vision, Bioinformatics, Distributed Systems

### B.Sc. in Computer Science, Sapienza University of Rome (2017 - 2021)

- Graduation grade: 91/110
- Thesis: Automatic recognition of eating behaviours during videoconference

### Experience

### University Tutor, Sapienza University of Rome (Sep 2023 – Feb 2024)

- Conducted a statistical analysis of students' academic careers using Python, NumPy, Pandas, and Excel, identifying key trends and performance patterns to enhance educational strategies.

### Analyst Consultant, Cappemini (Nov 2021 - Nov 2022)

- Worked on multiple projects, the most significant involving the development of a web application for the internal management of a major bank. Collaborated with a team to design the database, develop the UX/UI, and implement business logic, ensuring a robust and scalable solution aligned with the client's requirements. Each member of the team contributed to different aspects of the project in a collective effort utilizing OutSystems, a low-code platform for web app development, to accelerate deployment and enhance maintainability.

### Research & Publications

### A Virtual Agent as a Commensal Companion

- M. Mancini, R. Niewiadomski, G. De Lucia, F. M. Longobardi
- IVA 2024: ACM International Conference on Intelligent Virtual Agents

# Towards Commensal Activities Recognition

- R. Niewiadomski, G. De Lucia, G. Grazzi, M. Mancini
- ICMI 2022: International Conference on Multimodal Interaction

### Social Interaction Datasets in the Age of Covid-19: A Case Study on Digital Commensality

- E. Ceccaldi, G. De Lucia, R. Niewiadomski, G. Volpe, M. Mancini
- AVI 2022: International Conference on Advanced Visual Interfaces

#### Technical Skills

- Unity 3D: Experience in interactive 3D application development
- Machine Learning: Behavioral recognition and data-driven AI systems
- Python, OpenFace, MediaPipe: Tools for gesture and activity recognition

## Languages & Certifications

Languages: Italian (Native), English (B2)

Certifications: AWS Academy Cloud Foundations, OutSystems Associate Developer, UX Design Foundations (Coursera)