

DANIELE BERTAGNOLI

CURRICULUM VITAE

FOREIGN LANGUAGE SKILLS

English: B2 level

ACADEMIC STUDIES

- **2019 - Present** **Facoltà di Ingegneria dell'Informazione, Informatica e Statistica**
INFORMATICA L-31
Sapienza Università di Roma
Final degree mark: 110/110 cum laude
Graduation date: 20/10/2022

WORK EXPERIENCES

- **2022** **Sapienza Università di Roma**
Univeristy Intern
Main activities and responsibilities: During my trainship, I have developed a game using VR technologies, in particular, it was a software created for mid-age patient affected by breast cancer. The game had some activities, either interactive and passive, used by the user to relax and get distracted from the cures and the hospital environment.

Acquired skills and achieved objectives: This project gave me the possibility of expose an high technological complex work to not computer scientist in the easiest way possible. Moreover, the stakeholders were not familiar with the technology too, so I learnt how to translate high level requirements into project specifications.
Employed as: intern/trainee - undergraduate internship

COLLABORATIONS

● 2023

Collaboration with PsicompLab

Developer, the lab is the result of a productive collaboration between the Computer Science Department and the Psychology. The team of researchers works on creating intelligent technologies that can interact with humans in a more natural and intuitive way. By combining the latest advances in Computer Science and Psychology, we are able to develop innovative prototypes that can enhance Human-Computer Interaction in a variety of fields. The lab focuses on a wide variety of research areas, including Artificial Intelligence, Psychometrics, Virtual Reality, and Data Analysis.

Coordinator: Prof. Maurizio Mancini

PROJECTS

● 2023

Drone Patrolling

Developer, programming language used: Python

● 2023

Football Predictions with Machine Learning

Developer, programming language used: Python

● 2023

Zombie.io

Developer, programming language used: NodeJS, HTML, CSS, Python

● 2022

Utilizzo di scenari in realtà virtuale per la chemioterapia

Developer, programming language used: C# (Unity)

● 2021

Diffusion Limited Aggregation Simulation

Developer, programming language used: C

● 2021

Sapienzagram

Developer, programming language used: Java (Android Studio)

