



Salvatore Michele Rago

Sesso: Maschile

ISTRUZIONE E FORMAZIONE

09/2015 – 06/2020 Trebisacce, Italia

HIGH SCHOOL DIPLOMA Liceo Classico A. Di Turi

Voto finale 100/100 | **Livello EQF** Livello 4 EQF

10/2020 – 07/2023 Rome, Italia

BACHELOR'S DEGREE IN COMPUTER AND AUTOMATION ENGINEERING University of Rome "La Sapienza"

Voto finale 110 | **Livello EQF** Livello 6 EQF | **Tesi** IL CAN BUS: FUNZIONAMENTO, VULNERABILITÀ DI SICUREZZA E ATTACCHI

10/2023 – ATTUALE Roma, Italia

MASTER'S DEGREE IN ARTIFICIAL INTELLIGENCE AND ROBOTICS University of Rome "La Sapienza"

Voto finale Expected: 110/110 | **Livello EQF** Livello 7 EQF |

Tesi "Exploiting Graph Theory to Clusterize WordNet senses" with prof. Navigli

ESPERIENZA LAVORATIVA

 **UNIVERSITY OF ROME "LA SAPIENZA"** – ROMA, ITALIA

STUDENT COLLABORATION GRANT WITH UNIVERSITY ACADEMIC ADMINISTRATION (DIAG) – 02/2024 – 01/2025

Grant Value: €1295.00

The selection process for this position was based on academic performance throughout my university career. During this period, I provided administrative support to the Academic Registry office, facilitating student services and academic operations. My responsibilities included managing student inquiries related to course information, academic requirements, and degree progression, delivering assistance through multiple channels including email correspondence and in-person consultations for office visitors. Additionally, I contributed to course scheduling coordination efforts.

Key competencies developed:

- Customer service and problem-solving skills
- Professional communication and interpersonal skills
- Understanding of academic regulations and procedures

COMPETENZE LINGUISTICHE

Lingua madre: **ITALIANO**

Altre lingue: **INGLESE**

COMPETENZE

Javascript | Dart | Java | Python | C | Matlab | C++ | SQL | Kotlin | Prolog | Assembly | MySQL | HTML, JS, CSS | Node.js | Flutter | Android | Firebase | AWS | Bootstrap | ROS | PyTorch | Padas | Numpy | Tensorflow | HuggingFace

PARTECIPAZIONE A CONVEGNI, SEMINARI, PUBBLICAZIONI

07/2024 – 08/2024

TESP 2024 — Sendai, Tohoku Region, Japan

I have been jointly selected by La Sapienza and Tohoku University to participate in the Engineering Summer Program 2024. I am among the 100 participants from all around the world, selected by the home and host Universities as their best students. During this program, I experienced cutting-edge lectures and hands-on lab experiences taught by leading professors in the field of Robotics. I had the opportunity to work in the Space Robotics Lab, directed by Prof. Yoshida. Together with a diverse team, with members from all over the world, I built a moon rover capable of autonomously navigating a sandbox environment from the start to the goal position while avoiding obstacles. (Github repo)

In the stimulating environment of the Tohoku University, I had the pleasure of meeting amazing people and talented minds from all over the world.

TESP allowed me to enhance my academic experience and to gain hands-on expertise in AI & Robotics, while immersing myself in the fascinating Japanese culture.

02/2023 – 06/2023

Cyberchallenge.it — Sapienza Team

I ranked among the 20 best over 500+ candidates at the admission test. I joined the Sapienza Team (who won the 2023 edition) and attended a 5-months training course on many Cybersecurity fields, held by Emilio Coppa, Dario Petrillo, Cristian Assaiante. At the local final I achieved the 6th best score (9th position ex aequo).

01/2020

DistantQueue service — mobile application service

I created a service to allow customers of any kind of business to "jump the line". This service is made up of two apps (both available on Google Play and on the App Store): DistantQueue Customer (for customers that want to jump the line) and DistantQueue Owner (for business owners that want to delete queues at their shops).

10/2019 – 01/2020

flutter_sound — OpenSource project contribution

During a period of nearly 3 months, I made an important contribution to the flutter_sound GitHub project, a plugin to play and record audio in Flutter. In my pull request I adapted the media player to the Android and iOS guidelines, I introduced many new features and I recreated the structure of the whole project. I am proud to see that my name still appears very often on the project's discussions.

Link https://github.com/dooboolab/flutter_sound

Autorizzo il trattamento dei miei dati personali presenti nel CV ai sensi dell'art. 13 d. lgs. 30 giugno 2003 n. 196 - "Codice in materia di protezione dei dati personali" e dell'art. 13 GDPR 679/16 - "Regolamento europeo sulla protezione dei dati personali".