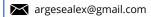
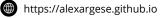


Cinema and Media Engineer









Education

Harvard University

Single course in Introduction to Artificial Intelligence with Python

03/2025 - 12/2025*

Remote

Studied foundational AI concepts including search algorithms, knowledge representation, logic, uncertainty, optimization, machine learning, neural networks, and natural language processing using Python.

EURECOM Sophia Antipolis, France

Master degree in Computer Science - Data Science

09/2024 - 02/2026*

- Proficiency in developing methods, algorithms, and software to extract insights from large-scale, heterogeneous data.
- Strong foundation in machine learning, data mining, deep learning, natural language processing and distributed systems.
- Experience in information extraction, knowledge base population, and scalable computational approaches to data analysis.

Polytechnic of Turin

Torino, Italy

09/2023 - 02/2026*

Master degree in Cinema and Media engineering Advanced skills in digital media production and innovation management. Expertise in 2D/3D computer graphics, animation, and virtual reality.

- Proficiency in game development for online and offline platforms Web development skills, including UX design and interactive media.
- · Ability to analyze user needs and develop integrated marketing strategies.

Polytechnic of Turin

Torino, Italy

09/2020 - 09/2023

Bachelor degree in Cinema and Media engineering

- Strong foundation in cinema, media, and communication technologies.
- Skills in programming, computer graphics, 3D modeling, and sound design.

Work Experience_____

ASD Skating Fasano Fasano / Remote, Italy

Audio-Video Technician

09/2016 - present

- Directed and managed video shooting, editing, and live broadcasting for sports events, ensuring high-quality media production.
- Managed advanced video shooting, editing, and graphic design tasks.

Meli International High School

Palermo, Italy 19 march 2024

Invited Conference Speaker

- Presented insights on immersive cinema and virtual reality, covering the entire production pipeline from pre-production to post-production.
- · Provided a technical overview of essential equipment and an artistic analysis of key stylistic choices in immersive media.

Polytechnic of Turin

Torino, Italy

Computer Science Teacher Assistant

09/2022 - 02/2024

- Trained and mentored 600+ students in Python programming, improving their coding skills through hands-on lab sessions. • Supervising exams to ensure smooth conduct and technical assistance.

RKH Studio Torino, Italy **Video Production Assistant** 02/2023 - 07/2023

- Experience in all phases of multimedia content creation (pre-production, production, and post-production), managing 10+ multimedia projects.
- Proficiency in high-level media engineering tasks such as pipeline optimization and advanced visual effects.

Projects

Broadcasting advanced machine learning algorithms

Sophia Antipolis, France

EURECOM

03/2025 - 06/2025

- Explored advanced machine learning techniques for medical image analysis, studying and reproducing 2 research use cases.
- Developed and deployed interactive demos and project pages, translating complex technical concepts into accessible presentations for a lay audience.

Data Pipeline for Research Publications

Sophia Antipolis, France

FURFCOM

10/2024 - 11/2024

- Designed and implemented a relational database schema for a large-scale research publication dataset.
- Extracted, transformed, and loaded (ETL) bibliographic data into a PostgreSQL database, optimizing query performance.
- Developed 15+ optimized SQL queries for data analysis and visualization, including author publication trends and co-authorship networks, enhancing query speed by 30%

Skills

- Proficient in programming with Python, JavaScript, TypeScript, React, Node, C#, Java, MATLAB.
- Experienced in SQL, database management, and cloud platforms (Google Cloud, Azure).
- Skilled in machine learning, advanced statistical inference and deep learning.
- Knowledge in semantic web technologies (RDF, OWL, SPARQL), NLP and scripting for Windows, MacOS, and Bash.
- Strong expertise in media processing and design software, including DaVinci Resolve, Adobe Premiere Pro, Adobe Illustrator, Photoshop, After Effects, Blender, Unity, Isadora, Klynt, Pro Tools, Audacity, and Reaper.

Language____

- English: B2 Level (IELTS Certificate)
- French: A2 Level Currently improving