Alex Argese

Cinema and Media Engineer

📞 +39 329 117 18 75 ✉️ argesealex@gmail.com 🌐 https://alexargese.github.io 🔗 linkedin.com/in/alex-argese-870228276/

Education

Harvard University
Single course in Introduction to Artificial Intelligence with Python

Remote
03/2025 - 12/2025*

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

EURECOM
Master degree in Computer Science - Data Science

Sophia Antipolis, France
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
Master degree in Cinema and Media engineering

Torino, Italy
09/2023 - 02/2026*

- 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
Bachelor degree in Cinema and Media engineering

Torino, Italy
09/2020 - 09/2023

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

Work Experience

ASD Skating Fasano
Audio-Video Technician

Fasano / Remote, Italy
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
Invited Conference Speaker

Palermo, Italy
19 march 2024

- 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
Computer Science Teacher Assistant

Torino, Italy
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
Video Production Assistant

Torino, Italy
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
EURECOM

Sophia Antipolis, France
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
EURECOM

Sophia Antipolis, France
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

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