

Andrea Moschetto

Data Science Student and Software Engineer
Catania, Sicily, Italy

Contact

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SUMMARY

Curious and motivated Computer Science graduate, passionate about artificial intelligence, algorithms, systems design and software engineering. I enjoy connecting theoretical research with practical applications. Currently pursuing a Master's degree in Computer Science at the University of Catania, I am eager to explore adjacent areas such as visual understanding and model interpretability. Always looking for ways to learn, build and collaborate with others who share a drive for innovation.

WORK EXPERIENCE

Computer Science Tutor

University of Catania

Oct 2024 – Jul 2025

Catania, Sicily, Italy

- Tutoring activities for the course *Fondamenti di Informatica*
- Topics: Computational Models, Formal Languages, Functional Programming, Logic

Software Engineer and Developer

Herakel

Jan 2023 – Aug 2023

Remote – Catania, Sicily, Italy

- Developed distributed systems and microservices using Python
- Designed event-driven architectures with Kafka
- Implemented REST APIs using FastAPI and integrated with external services
- Wrote integration and unit tests to ensure software reliability

EDUCATION

M.Sc. in Computer Science, University of Catania

Catania, Sicily, Italy

Oct 2023 – Present

B.Sc. in Computer Science, University of Catania

Catania, Sicily, Italy

Grade: 110/110 cum Laude

Thesis: Efficient Online String Matching Based on Character Distance Sampling

Oct 2018 – Mar 2024

Archimede Technical Institute

Catania, Sicily, Italy

Sep 2013 – Jul 2018

Diploma in Technical Computer Science

PUBLICATIONS

- 2025** Andrea Moschetto, Lemuel Puglisi, Alec Sargood, Pierluigi Dell'Acqua, Francesco Guarnera, Sebastiano Battiato and Daniele Ravi. Benchmarking GANs, Diffusion Models, and Flow Matching for T1w-to-T2w MRI Translation. CVGMMI Workshop (ICIAP 2025).
- 2024** Simone Faro, Francesco Pio Marino, Andrea Moschetto, Arianna Pavone, and Antonio Scardace. The Great Textual Hoax: Boosting Sampled String Matching with Fake Samples. In 12th International Conference on Fun with Algorithms (FUN 2024). LIPIcs, Volume 291, pp. 13:1-13:17, Schloss Dagstuhl – Leibniz-Zentrum für Informatik (2024)

AWARDS

- 2018/19 Academic Scholarship, ERSU
- 2019/20 Academic Scholarship, ERSU
- 2020/21 Academic Scholarship, ERSU

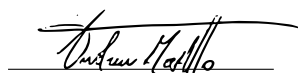
INTERESTS AND STUDIES

- Machine Learning, Deep Learning, AI Safety, Explainability, Model Evaluation
- Computer Vision, Video Understanding, Self-Supervised Learning
- Large Scale Software Engineering, Distributed Systems, Design Patterns
- Algorithms, String Matching, Optimization, Computational Complexity
- Game Development, Unity, Web Game Engines

TECHNICAL SKILLS

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|------------------|---|
| Languages | : C, C++, C#, Java, JavaScript, Typescript, Python, PHP |
| AI / ML | : PyTorch, Lightning, Pandas, NumPy, Scikit-learn, Matplotlib, OpenCV |
| WebDev | : FastAPI, Alembic, PyTest, Laravel, Express, Node.js, HTML, CSS, SQL, Apache |
| GameDev | : Unity |
| Dev Ops | : Docker, Docker-Compose, Kafka, Kubernetes, GitHub Actions |
| Dev Tools | : VS Code, Git, GitLab, GitHub |

I authorize the processing of my personal data according to EU Regulation 2016/679 (GDPR) and Italian Legislative Decree 101/2018 for the purposes of personnel recruitment and selection.



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Jul 2025