

Andrea Moschetto

Software Engineer and Data Science Student
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 – Present

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

Oct 2018 – Mar 2024

Grade: 110/110 cum Laude

Thesis: Efficient Online String Matching Based on Character Distance Sampling

Archimede Technical Institute

Catania, Sicily, Italy

Sep 2013 – Jul 2018

Diploma in Technical Computer Science

PUBLICATIONS

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

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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Apr 2025