PERSONAL INFORMATION
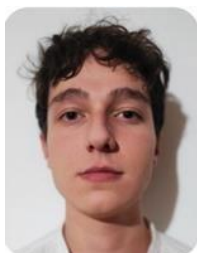
DANIELE GREGORI

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in https://linkedin.com/in/daniele-gregori

Sex Male | Date of birth 01/06/2000 | Nationality Italian | Place of birth Nocera Inferiore (SA)

EDUCATION AND TRAINING

2023 – Present

Master's Degree in Computer Science (Expected graduation date: July 2025)
Specialization area: Cybersecurity
University of Salerno

Credit type: CFU – Number of credits: 82/123 - GPA: 30/30

Main subjects/occupational skills acquired

Secure programming, penetration testing and ethical hacking, networking, database (MongoDB), mobile and web application development (Flutter, Flask), computer vision fundamentals (machine learning and deep learning), digital forensics, data compression, Internet of Things.

2019 – 2023

Bachelor's Degree in Computer Science
University of Salerno

Graduation grade: 105/110

Main subjects/occupational skills acquired

C programming, Java programming, database (MySQL), web programming (HTML, CSS, JavaScript, Servlet), mobile programming (Android), operating systems (Linux), Unity (3D videogame creation), distributed programming (Java EE).

2014 - 2019

High School leaving Qualification in Linguistic Studies
Publio Virgilio Marone High School, Mercato San Severino (SA)

Final grade: 100/100

Main subjects/occupational skills acquired

Foreign languages knowledge (English, French, Spanish), Italian, maths.

PERSONAL SKILLS

Mother tongue

Italian

Other languages

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken Interaction	Spoken production	
English	B2	C1	B2	B2	B2
	B2 First Cambridge Assessment English				
French	B2	B2	B2	B2	B2
	B2 DELF Ministère de l'Education nationale française				
Spanish	B2	B2	B1	B1	B1

Communication skills

Working on various projects in the student environment, I have developed strong collaboration, integration and communication skills, both with management figures and within working groups. The numerous experiences abroad, aimed at improving my language skills, have further enhanced my ability to adapt in multicultural contexts. A significant example was the course at the French language school Azurlingua École De Français in Nice.

| Organisational / managerial skills | During my university projects, I interacted with various teams and achieved excellent results thanks to my organisational skills. I took on managerial responsibilities, managing workdays and deadlines, as well as resolving any issues that appeared along the way. |

Job-related skills

As a result of my studies at the University of Salerno in computer science and self-taught activities, I have acquired specific skills that allow me to easily adapt to new challenges. My skills include:

- **Cybersecurity:**
  - Penetration Testing & Ethical Hacking - *Advanced (Academic & Practical Application)*
  - Secure Programming Principles - *Advanced*
  - Vulnerability Scanning (Nessus, GVM, OWASP ZAP) - *Advanced*
  - Digital Forensics - *Intermediate*
- **Programming Languages:**
  - Python (Flask, ML/Data Analysis) - *Advanced*
  - Java (Android, Java EE fundamentals) - *Proficient*
  - C/C++ (Secure Programming) - *Intermediate*
  - Dart (Flutter) - *Intermediate*
  - SQL - *Proficient*
- **Frameworks & Libraries:**
  - Flutter - *Proficient*
  - Flask - *Proficient*
  - Unity (3D Game Dev) - *Foundational*
- **Databases:**
  - MySQL (Relational) - *Proficient*
  - MongoDB (NoSQL) - *Intermediate*
- **Web Technologies:** HTML, CSS, JavaScript, Servlet - *Proficient*
- **Development & Tools:**
  - IDEs (IntelliJ, Eclipse, VS, NetBeans) - *Extensive Use*
  - Git & GitHub - *Proficient*
  - Linux OS - *Advanced*

Personal interests

In my spare time, I love to dedicate myself to continuous learning through online video courses, which allow me to expand my knowledge in various areas.
I love reading, both for study and leisure, and I always find an enjoyable book to explore.
My two biggest hobbies are music and video games.
Music not only relaxes me but also inspires me creatively. I attend concerts and music events whenever I can and always find something new and interesting.
Video games, on the other hand, are a source of entertainment and an intellectual challenge for me; I appreciate both the artistic and technical aspects, and I often analyse game mechanisms and level design to understand how to improve my skills in developing interactive software.
Furthermore, I firmly believe in the importance of balancing learning with relaxation, as these activities help me maintain a healthy balance between personal and professional life.

Driving licence

B

ADDITIONAL INFORMATION

Projects

- Bachelor's thesis in Computer Science on a Deep Learning-based predictive model for forecasting phytopathologies in vineyards: https://github.com/Daniele674/Precision-Agriculture-and-Artificial-Intelligence-for-the-Prevention-of-Grapevine-Diseases
- Emotion Gait paper investigating how emotions are expressed through gait patterns: https://github.com/Daniele674/Emotion-GAIT-Knn-Dynamic-Time-Warping
- An app project that allows users to book medical appointments through a virtual assistant, realised in collaboration with Accenture Italia for the 10th Edition of the App Challenge (https://www.unisa.it/unisa-rescue-page/dettaglio/id/529/module/87/row/10307/app-challenge-sfida-all-ultima-app) by the University of Salerno: https://github.com/dany-el92/MediCall

Personal data

I authorise the processing of my personal data in accordance with Legislative Decree no. 196 of 30 June 2003 "Personal Data Protection Code".