

Bocchino Daniele

M.Sc Student - Computer Science | Cloud & Data Enthusiast

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Skills

- Python | Javascript | Java | Dart | Flutter | React | Flask | SQL | NoSQL | Git
- AWS | Cloud Computing | Machine Learning | Data Analysis | Web Development | Mobile Development
- Cloud Architecture | Frontend | Backend | Full-Stack | Italian, English

Experiences

Internship Trainee - Master's Degree

[PhuseLab](#)

Milan, Italy

Nov. 2022 - Present

- Evaluation and selection of optimal algorithms to address the problem of **Multi-Armed Bandits** in the real-world context of audiovisual attention, with emphasis on **Thompson's sampling algorithm**
- Implemented a machine learning model in Python using machine learning and data analysis libraries such as : **Pandas, Numpy, Scikit-learn, Pytorch**
- Balancing the hyper-parameters of the model for the training and testing phases to ensure the best distribution between exploration and exploitation taking into consideration the context and problem to a **Contextual-Multi-Armed-Bandits**

Freelancer Web & Mobile

Italy

Jul. 2022 - Feb. 2023

- Developed a mobile application [CIUKA - Party Game](#) using **Dart** on the framework **Flutter**, one of the best cross-platform mobile frameworks with over 24 thousand apps developed by 2022.
- Created a web application [Lora Giusta](#) with over 10 thousand views in 2022 for a bed and breakfast near Como increasing I number of customers by over 70%. The Application was realized with **Javascript, ReactJs, Node**, and the css framework **Bulma**.
- I Realized a graphically impactful web application [My Portfolio](#) to present myself and show who I am and my career in an alternative and detailed way. The web application was created with **Javascript, ReactJs**, and the css framework **Material UI**.

Research Collaborator - PRIN 2017

[ISLab](#)

Milan, Italy

Aug. 2021 - Mar. 2022

- [Won the University of Milan competition](#) to create a [Medilett](#) web application for the MIUR PRIN 2017 project funded by the Ministry of Education, University and Research (2019-2022) with the aim of creating a PROSOPOGRAPHIC ATLAS OF MEDIEVAL ROMAN LITERATURE
- The backend of the application was built with **Python**, specifically with **Flask**, to define the REST API. The front end was built in **ReactJs** with the help of the css framework **Chakra UI**. Finally, **Leaflet** was used to implement the geopositioning of literature. All information about literatures has been saved on **PostgreSQL DB**.

Research Collaborator - VAST

[ISLab](#)

Milan, Italy

Jun. 2021 - Nov. 2021

- [Won the University of Milan competition](#) to create a [ISLab](#) web application for the European Project [VALUES ACROSS SPACE AND TIME \(VAST\)](#).
- The backend of the application was built with **Python**, specifically with **Flask**, to define the REST API. The front end was built in **ReactJs** with the **CSS** and **Framer Motion**. Finally, the information about projects and team has been saved on **MongoDB**.

Internship Trainee - Bachelor's Degree

[ISLab](#)

Milan, Italy

Sept. 2020 - Feb. 2021

- I built a web application in **ReactJs** capable of analyzing text documents and highlighting verbs, adjectives, pronouns, etc.. The Backend, built in **Python** with **Flask**, constituted the REST API of the application and all Natural Language Processing (**NLP**) operations. These were processed by means of a library developed in-house by the lab capable of tokenization, segmentation and then performing text and sentiment analysis. The results were stored in a **NoSQL** database using **MongoDB**.

Projects

- [Cloud Gaming](#): It's a project for the **Business Process Engineer** exam, it included analysis with **BPMN 2.0** and drafting an **AWS** architecture
- [BIP Challenge 2020](#): It's a project for the **Business Intelligence System** exam, it consists of analysis on real-world scenarios of data mining with **Python**, **PM4PY** and **Disco**. The challenge is taken from the 2nd international Conference of Process Mining convened by the ICPM.

Education

Master's Degree of Computer Science

[UniMi](#)

Milan, Italy

Sept. 2021 - Jul. 2023

- *Advanced Biometrics | Affective Computing | Artificial Intelligence | Biometric Systems | Business Information Systems | Business Process Engineering | Intelligent Systems for Industry, Supply Chain and Environment | Multimedia Architectures | Natural Interaction | Privacy and Data Protection | Web Algorithmic*

Bachelor's Degree of Computer Science

[UniMi](#)

Milan, Italy

Sept. 2016 - Feb. 2021

- *Algorithms and Data Structures | Automata and Formal Languages | Computer Architecture I | Computer Architecture II | Computer Programming | Continuum Mathematics | Computer Networks | Cryptography I | Databases | Digital Marketing | Digital Products Law | Discrete Mathematics | Information Systems | Information & Transmission Theory | Mathematical Logic | Operating Systems | Security and Privacy | Software Engineering | Statistics and Data Analysis*

Certifications

Courses

- [AWS Certified Solutions Architect - Associate](#) Feb. 2023 Mar. 2023 [IBM Data Science Professional Certificate](#) •
- [AWS Certified Developer - Associate](#) Feb. 2023
- [AWS Certified Cloud Practitioner](#) Dec. 2022
- [English language proficiency B2](#) Feb. 2023

