Jacopo Niccolai

MSc student in Artificial Intelligence and Data Engineering

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🐙 JacopoNiccolai

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About me

Date of birth
13 July 1999

Soft skills
• Analytical thinking & detail-oriented
• Problem solving & creativity
• Effective communication
• Teamwork & leadership
• Empathy & emotional intelligence

Interests and hobbies
• Passionate about technological
  evolution and its impact on society
• Sports and outdoor enthusiast
• Campfire guitarist
• Traveler curious about new cultures

Driving License
Category B

Languages

Italian
native language

English
professional knowledge

Spanish
basic knowledge

Education

University of Pisa   *2023 - present*
Master of Science
Artificial Intelligence and Data Engineering
grade -

Data Mining · Machine Learning · Deep Learning
Computer Vision · Language Models · Reinforcement Learning
GenAI · NoSQL · Distributed Databases · IoT · Cloud Computing

University of Pisa   *2018 - 2023*
Bachelor's degree
Computer Engineering
grade 100/110

Thesis: "*Implementation and comparison of explainable machine learning approaches for the analysis of urban mobility*"

Software Engineering · Assembly · C/C++ · Java
Python · SQL · Web Programming · Computer Networks

I.T.T.S. "S.Fedi – E.Fermi" Pistoia (Italy)   *2013 - 2018*
High School Diploma
Information Technology and Telecommunication
grade 100/100

Experience

Scienza Ludica   *2019 - present*
Vice President and Tutor
Pistoia

Member of "Scienza Ludica" association that promotes activities for learning the fundamentals of robotics, coding, AI and STEAM subjects aimed at school children. Many activities carried out over the years in schools in the province of Pistoia and at YouLab Pistoia of the Biblioteca San Giorgio. In the year 2021, participation in the publication of a book for Coding and Educational Robotics activities as part of the P.E.Z. (Progetti Educativi Zonali).

Scuola Futura PNRR   *Nov. 2024 - Jan 2025*
Expert Trainer and Tutor
Pistoia

Expert trainer and tutor in the project "Training of school staff for the digital transition (PNRR DM 66/2023)". Delivered workshops for primary school teachers on using AI as a supportive tool to enhance teaching and integrate technology effectively.

Other notable projects

• Interactive RAG - Python

Development of a full Retrieval-Augmented Generation (RAG) pipeline that lets users engage in a conversation with LLama 3.2 3B about their PDFs documents.

• Erasmus Nest - Java

AirBnB-like platform designed for Erasmus students, featuring social functionalities.

• Sonic Routes - Kotlin

Developed a mobile app for cyclists and pedestrians to find quiet routes in Pisa, using a crowdsourced noise map, Flask backend, and Python for OpenStreetMap data processing.

Additional experiences

• Assistant Basketball Coach
at Endas Pistoia, season 2017-2018

Coached a team of 10-year-old children, focusing on skill development, teamwork and sportsmanship.

• Private Tutor

Helped students strengthen their understanding of STEM subjects through private tutoring.

Internship at CNR   *May - Sept. 2017*
Robotics Technician
Sesto Fiorentino, Florence

"Lévy Walks - Robotic Simulation" project development at the National Research Council in collaboration with biology and physics researchers. Presented at the Didacta Italia 2017 fair in Florence.

First Lego League World Cup   *April 2015*
Project Manager & Robotics Technician
St.Louis, Missouri, USA

Project manager for the "2IBombi" team which won the national robotics and science competition and then participated in the World Championship representing Italy. Presented at Rome Maker Fair 2015.

Workshops and Awards

■ **Text Mining for Innovation Management Summer School**   *Pisa, July. 2025*

Presented the project *"Generative AI in Business Strategy – Testing into the Wild: Exploring GPT's Knowledge"* at the 2nd Summer School on Text Mining for Innovation Management, proposing a methodology to introduce Generative AI as a supportive tool in corporate decision-making and outlining an evaluation approach.

■ **Talk on Generative AI**   *Pistoia, Feb. 2025*

Speaker at the inaugural event of the exhibition *"Supercharged by AI"* at Biblioteca San Giorgio, Pistoia, delivering a talk titled *"Artificialmente intelligente? Limiti e potenzialità dell'I.A. Generativa per un utilizzo consapevole"*.

■ **Internet Festival 2023**   *Pisa, Oct. 2023*

Speaker for QuizGenAIrator presentation, project based on generative A.I. to create quizzes starting from study materials and manuals.

■ **Impresa in Azione - JA Italia**   *Pisa, May 2018*

Presentation of an application for tracking public transport.
Project awarded by JA Italia for the best team.
Project awarded at the Didacta Italia 2018 fair in Florence.

■ **"Serietà e Impegno" prize**   *Pistoia, May 2018*

Student awarded by the Rotary Club of Pistoia - Montecatini Terme together with other deserving students from local schools.

■ **Didacta Italia 2017**   *Florence, Sept. 2017*

Presentation of the "Lévy Walks – Robotic Simulation" project, carried out in collaboration with the CNR and showcased among significant internship activities by students from the Tuscany region.

■ **Campus "Il futuro presente"**   *Pistoia, Sept. 2017*

Student selected to participate in the themed campus "Human beings and robots. Biological and artificial intelligences".

■ **Rome Maker Faire 2015**   *Rome, Oct. 2015*

Presented the project developed for the First Lego League World Championship 2015, showcasing the team's innovative approach in robotics and science.