

# Mario Avolio

COMPUTER SCIENTIST · ARTIFICIAL INTELLIGENCE DEVELOPER

Milan (MI), Italy

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“Be the change that you want to see in the world.”

## Education

### UNICAL(University of Calabria)

Rende, Italy

B.S. IN COMPUTER SCIENCE

Sept. 2018 - Sept. 2021

- Generics Curriculum
- Thesis: *Dalla visione all'azione: moduli di ragionamento automatico full-stack* (From vision to action: full-stack automatic reasoning modules)
- Graduation Grade: 108/110

### UNIMIB(University of Milano-Bicocca)

Milan, Italy

M.S. IN COMPUTER SCIENCE

Sept. 2021 - PRESENT

- Curriculum based on Artificial Intelligence, Robotics and Automation

## Skills

<b>Front-end</b>	HTML5, CSS3
<b>Programming</b>	Python, JAVA, C++, JavaScript, LaTeX, Perl, Bash, R
<b>Languages</b>	Italian, English
<b>OS</b>	Linux System Administrator

## Experience

### Personal Project

ANDROID DEVELOPER

Apr. 2021 - Jun. 2021

- **OSTT - Open Source Tomato Timer:** Open source android productivity application based on the Pomodoro Technique. This is a time management method developed by Francesco Cirillo in the late 1980s. The technique uses a timer to break down work into intervals, traditionally 25 minutes in length, separated by short breaks. Each interval is known as a pomodoro, from the Italian word for 'tomato', after the tomato-shaped kitchen timer that Cirillo used as a university student. The application uses MPAndroidChart to implement statistics and implements a custom countdown timer. It uses a progress bar represents daily goals.

### Personal Project

ARTIFICIAL INTELLIGENCE DEVELOPER

Feb. 2021 - Apr. 2021

- **Artificial Intelligence for Bomberman Game:** An open source AI for bomberman game. It uses Python with PyGame for graphics and an ASP logic program to implement Enemy Artificial Intelligence.

## Honors & Awards

### INTERNATIONAL

2021 **Bachelor's degree**, UNICAL Degree day

Rende, Italy

### DOMESTIC

2020 **Best Students**, UNICAL DEMACS - Graduation Day

Rende, Italy

## Writing

### Dalla visione all'azione: moduli di ragionamento automatico full-stack

Rende (CS), Italy

B.S. THESIS

Apr. 2021 - Sept. 2021

- This thesis is concerned on the development and experimentation of different Artificial Intelligence techniques, focusing above on Answer Set Programming, Computer Vision, Deep Learning and Graph Theory. In particular, the purpose of the work is to implement a system capable of reproducing the interaction of a human being on the Candy Crush Saga video game, replacing the human being himself with a robot capable of recognizing what is present on the video of a mobile device, to think and act using an arm with an appendix capable of operating on a touch display.