



Samuele Centanni

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ABOUT ME

I am **MS student in Artificial Intelligence**, with a strong background in Computer Science and a passion for Machine Learning, Deep Learning and Computer Vision. Proactive and eager to tackle challenging problems, I am seeking an internship in Amazon Science to **apply my knowledge in real-world scenarios** and **invent, design** and **implement** state-of-the-art solutions for never-before-solved problems.

EDUCATION AND TRAINING

Master Degree in Artificial Intelligence

Alma Mater Studiorum, UNIBO [01/09/2024 – Current]

City: Bologna | Country: Italy

Bachelor Degree in Software Engineering

Università degli Studi di Modena e Reggio Emilia, UNIMORE [01/09/2021 – 17/10/2024]

City: Modena | Country: Italy | Field(s) of study: Software Engineering | Final grade: 105/110 | Thesis: DevOps Environment and Continuous Integration

PROJECTS

ML Model Selection & Optimization

I analyzed multiple datasets to identify the most effective clustering and classification techniques, evaluating model performance using key metrics.

- Explored and compared various **clustering and classification techniques**
- Assessed model performance using **accuracy, F1-score, and precision-recall analysis**.
- Gained hands-on experience in **algorithm selection and performance evaluation** based on data characteristics.

AI for Tablut Board Game

- Developed an **autonomous agent** for Tablut using **MinMax with Iterative Deepening**, heuristics, and optimization strategies
- Implemented **game theory concepts** and search algorithms
- Used **Java** for implementation and **Git** for version control

Link: <https://github.com/SamueleCentanni/progFAI-Tablut>

Simple Social Network Emulation

Developed a website emulating a simple social network, implementing user authentication, posts, and interactions using

- Django,
- Python,
- Javascript,
- Redis

Link: https://github.com/SamueleCentanni/Django_Project

DIGITAL SKILLS

Machine Learning and Computer Vision

Frameworks & Libraries: OpenCV, Sci-kit learn, NumPy, Pandas, SciPy, Matplotlib.

Deep Learning

Deep Learning frameworks: PyTorch, Tensorflow, Keras

Programming Skills

Java / C / Python / Git

WORK EXPERIENCE

High school tutor on VR headsets

[01/03/2025 – Current]

Tutor for a course on the use of VR headset at IIS Corni in Modena.

- virtual reality (VR) and augmented reality (AR) technologies,
- main modeling and rendering software, such as Blender and Unreal Engine,
- Development of applications, publication on stores and the use of specific hardware for sharing and collaboration in virtual environments.

Workaway Volunteer

[24/07/2024 – 10/09/2024]

City: California & Hawaii | Country: United States

- Lived and worked in international environments, enhancing adaptability and cross-cultural communication.
- Practiced and improved English proficiency through daily interactions with native speakers.
- Gained hands-on experience in **construction and house building**, assisting in assembling structures and performing manual labor tasks.
- Took care of **animals**, managing feeding routines, general maintenance, and ensuring their well-being.
- Developed problem-solving and teamwork skills by collaborating with hosts and fellow volunteers on various projects.
- Adapted to diverse work environments, from rural homesteads to tropical settings, strengthening resilience and independence.

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

Thank you for considering my application, and I am excited to hear from you soon.