

# Samuele Dell'Erba

samuele.dellerba@edu.unifi.it · +39 366 411 9099 · Florence, Italy  
[github.com/SamyBravy](https://github.com/SamyBravy) · [linkedin.com/in/samuele-dell-erba](https://linkedin.com/in/samuele-dell-erba)

## EDUCATION

---

**B.Sc. in Computer Engineering**, University of Florence

Sep 2023 – Jul 2026

GPA: 30/30 with honors.

Core Coursework: Algorithms & Data Structures, Theoretical CS, Operating Systems, Calculus & Linear Algebra, Probability & Statistics.

**École 42 Firenze**

Oct 2023 – Jul 2026

Peer-to-peer coding curriculum centered on collaborative problem-solving and self-directed learning. *Pursued strictly in parallel with University studies.*

· RNCP-7 Specialization (Aug 2025 – Jul 2026): EQF Level 7 Professional Certification. Advanced track in Data & AI.

· Software Engineering Common Core (Oct 2023 – Aug 2025): Focused on low-level C/C++, Unix System Programming, Concurrency, and memory management. *First student of the cohort to complete the curriculum.*

**Scientific High School Diploma**, Liceo Scientifico L. da Vinci, Florence

Sep 2018 – Jul 2023

Final Grade: 100/100.

## RESEARCH EXPERIENCE

---

**Student Researcher** — MICC (Media Integration and Communication Center), University of Florence. Supervisor: Prof. Andrew D. Bagdanov.

Sep 2025 – Nov 2025

Conducted research on a training-free method leveraging Optimization-based Visual Inversion (OVI) to replace diffusion priors in text-to-image models.

Technical Report: *Training-Free Diffusion Priors for Text-to-Image Generation via Optimization-based Visual Inversion* (2025). S. Dell'Erba, A. D. Bagdanov.

*Preprint available on arXiv.*

## PROFESSIONAL EXPERIENCE

---

**AI Developer** — NYOUS (news aggregation startup)

Apr 2025 – Present

Design and implementation of AI pipelines for news summarization, audio generation, and avatar-based video news anchors. Engineered the Avatar subsystem, focusing on audio-driven lip sync and body animation.

## HONORS & AWARDS

---

**Selected for 42 Global Games**, Paris

Oct 2025

Chosen as one of the top 4 students to represent 42 Firenze, based on technical scores and community engagement. *Granted full travel and accommodation funding.*

**Best Idea Award** — Hack Attack Hackathon (Nana Bianca × 42)

Jul 2024

Awarded for designing a noise-pollution awareness social network where captured photos are algorithmically distorted in real-time based on ambient decibel levels.

**Carta del Merito**

Jan 2024

Monetary award granted by the Italian Ministry of Education and Merit to students achieving the maximum score (100/100) in the national high school leaving examination (*Esame di Stato*).

## LEADERSHIP, ACADEMIC SERVICE & VOLUNTEERING

---

<b>Student Board Member</b> , European University for Well-Being (EUniWell) Elected to represent the University of Florence within the alliance, focusing on social well-being and environmental sustainability. Appointed as Grant Reviewer for the Seed Funding Programme, evaluating international project proposals based on scientific merit, feasibility and funding eligibility.	<i>Oct 2025 – Present</i>
<b>Elected Course Representative</b> , University of Florence Representative for Computer Engineering & AI programs. Member of the Teaching and Learning Center Working Group, organizing institutional events on Academic Quality Assurance.	<i>May 2025 – Present</i>
<b>Mentor &amp; Admissions Support</b> , École 42 Firenze Selected to guide candidates during multiple <i>Piscine</i> (4-week intensive selection bootcamps).	<i>Jul 2025 – Present</i>
<b>Piano Teacher (Volunteering)</b> , Centro Internazionale Studenti Giorgio La Pira Teaching piano by ear (in English/French) to international students.	<i>Jul 2025 – Present</i>

## SELECTED TECHNICAL PROJECTS

---

<b>Systems Programming</b>	Re-implemented standard library functions and built systems in C/C++: <ul style="list-style-type: none"><li>· Unix Shell (process control, signals, manual memory management);</li><li>· Ray-Tracer (linear algebra engine, Phong illumination, multi-spot lighting using a minimal graphics library restricted to single-pixel manipulation);</li><li>· IRC Server (non-blocking TCP/IP sockets, I/O multiplexing).</li></ul>
<b>Distributed Systems Engineering</b>	Microservices Full-stack Platform: Engineered a scalable web app using Docker & Kubernetes, integrating Redis for caching and Grafana/Prometheus for monitoring. Implemented OAuth2/2FA and real-time WebSockets for the PvP game engine.
<b>AI &amp; ML</b>	Logistic Regression & Data Analysis: Built a multi-class classifier (One-vs-All) purely in Python/NumPy (no high-level ML libraries), leveraging Batch and Stochastic Gradient Descent with Cross-Entropy Loss. Developed a custom statistical and visualization toolkit to analyze feature correlations.

## TECHNICAL SKILLS

---

<b>Languages</b>	C, C++, Python, Rust, Assembly, C#, SQL, JavaScript, Bash
<b>AI &amp; ML</b>	Computer Vision, Diffusion Models, PyTorch, NumPy, Pandas.
<b>Backend &amp; DevOps</b>	Django, Docker, Kubernetes, Microservices, Git, Linux, Makefiles.
<b>Other</b>	Unity, MATLAB/Octave, LaTeX.

## LANGUAGES & INTERESTS

---

<b>Languages</b>	Italian (Native), English (C1, IELTS 7.5), French (B2)
<b>Interests</b>	Piano & Composition ( <i>perfect pitch</i> ), Chess