 Curriculum vitae

PERSONAL INFORMATION   **Alberto Coffrini**

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🌐 albertocoffrini.github.io

Nationality Italian

WORK EXPERIENCE

August 2015 – Present   **Independent Videomaker**
Parma, Italy
Video production for companies, advertising content, weddings, and events in general.

June 2017 – Present   **Work Collaborator Videomaker**
Parma, Italy
Video production for companies, advertising content, weddings, and events in general.

July 2015 – August 2015   **Conad Warehouse operator**
Borgo Val di Taro (PR), Italy
Summer job

EDUCATION AND TRAINING

November 2024 - present   **PhD Student, National Phd Program in Ai**
Wireless Network - Area della Ricerca CNR di Pisa
AI-Driven Inclusive Indoor Localization and Navigation Systems for People with Disabilities
Università degli Studi di Pisa, Italia

September 2024 - November 2024   **Research Scolarship**
Università degli Studi di Parma, Italia

2021 - March 2024   **Master Degree in Computer Science**
Università degli Studi di Parma, Italia
Graduated with highest honors (110/110 cum laude)
Thesis: "Study and experimentation of an NLP-based educational game for medical students"

March 2023 - June 2023   **Abroad Internship**
Lund University, Sweden
Natural Language Processing application

2021 - 2022   **Research Scolarship**
Università degli Studi di Parma, Italia

2017 - 2020   **Bachelor of Computer Science**
Università degli Studi di Parma, Italia

Main interests:
– Software engineering
– Artificial Intelligence
– Algorithm and Data Structure 1 - 2
– Programming Methodologies
– Numerical Calculation
Knowledge of NLP as a subject of internship and university research thesis

2012-2017	### Scientific High School Diploma

Istituto Zappa-Fermi, Borgo Val di Taro (PR), Italia

PUBBLICATIONS

2021	Preliminary Experiments on an Improved Artificial Player for a Word Association Game.

Alberto Coffrini, Stefania Monica, Federico Bergenti. NL4AI@AI*IA 2021

2021	On the Design of an Artificial Player for a Popular Word Game.

Alberto Coffrini, Stefania Monica, Federico Bergenti. CILC 2021: 122-132

TALKS

2021	A solver for the TV quiz "La Ghigliottina".

AILC, LCL 2021, Lectures on Computational Linguistics

PERSONAL SKILLS

Mother tongue   Italian

Other languages

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
B1	B1	A2	A2	A2
C1	C1	C1	C1	C1

French (row 1 after headers), English (row 2)

Levels: A1 and A2: Basic user – B1 and B2: Independent user – C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills   – team work: I have worked in various types of teams. I worked in two video production teams, taking on different tasks, and in different groups of students for some university group work.

Organisational / managerial skills   – Organisational skills with regard to work-time balance and problem solving.
– Good experience in managing tasks and contingencies.

Digital competences

SELF-ASSESSMENT				
Information Processing	Communication	Content creation	Safety	Problem solving
Independent user	Proficient user	Proficient user	Independent user	Proficient user

Digital competences - Self-assessment grid

Computer skills   – Operating systems: knowledge of MacOs, Linux and Android systems.
– Programming applications: very good knowledge of Eclipse, XCode, Android Studio, Matlab. Good knowledge of linux terminal, React Native, PhoneGap. Good knowledge of PostgreSQL.
– Programming languages: very good knowledge of Java, C, C++. Good knowledge of Prolog and Python applied to machine learning and data science.
– Video and graphics applications: very good knowledge of some Adobe software such as Premiere, After Effects, Photoshop, Illustrator.

Other skills	Enjoy all sports particularly tennis, gym and volley. Love to travel and experience different cultures. I play different instrument like tenor saxophone and acustic and electric gu itar.
Driving licence	A, B