Alberto Rescigno

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Education

Durham University

Durham, UK

MSci in Computer Science and Mathematics

Sep 2025 — Present

• Relevant Coursework: Computational Thinking, Algorithms & Data Structures, Calculus, Linear Algebra, Probability, Statistics, Programming

Ellesmere College

Ellesmere, UK

A Levels

Sep 2023 — Aug 2025

- Mathematics (A), Further Mathematics (A), Computer Science (A)
- EPQ (50/50): Developed EarthGuardian, an iOS app using TypeScript, React Native, and machine learning to calculate personal carbon footprints from daily activities, with user testing and expert validation

Experience

Panoraxis

Jan 2025 — Present

Co-Founder Ellesmere, UK

- Co-founded an AI agency delivering custom chatbots, virtual assistants, and automation solutions to SMEs, focusing on cost-cutting and operational streamlining
- Built a complete Next.js SaaS platform with marketing website, gated dashboard, and comprehensive client portal
 including analytics, team management, and document collaboration features, with a focus on scalability and user
 experience
- Developed advanced lead generation scraper extracting 50,000+ leads from Google Maps, LinkedIn, and YellowPages with multi-threading, proxy rotation, and MX record validation
- Pitched Panoraxis products and services to an international SEO agency through a compelling pitch deck, demonstrating global market potential; created comprehensive business infrastructure including NDA drafting and market research

Projects

One A Day | React Native, Firebase, OpenAI API, Expo, Typescript

July 2025 — Present

- Designed and developed a cross-platform mobile app delivering one deep, AI-analyzed question daily to reflect user values, ethics, and political lead-generation
- Integrated OpenAI's GPT model to process and evaluate user responses, generating unique ideological profiles with trend tracking
- Implemented real-time syncing and storage of answers and analytics using Firebase Firestore and Auth
- Built a social comparison layer allowing users to compare moral/political positioning with friends through visual graphs

Maze Generation & Pathfinding Visualiser | Python, Pygame, Matplotlib, Unittest, Git Sep 2024 — June 2025

- Engineered a Python application for my A Level CS NEA (achieved 75/75) to procedurally generate mazes and visualise DFS, BFS, and A* pathfiding in real time
- Designed and documented system architecture with detailed flowcharts and pseudocode to satisfy AQA NEA requirements
- \bullet Developed a modular GUI using Pygame and Matplotlib, and wrote a unittest suite covering 95% of core functionality
- Performed empirical benchmarking across 500+ maze instances, analysing algorithm runtimes and authoring a comprehensive technical report (approx. 30,000 words)

Additional

Technical Languages: Python, Javascript, SQL, Lua, R, C++, LATEX

Frameworks: React, React Native, Node.js, Flask, JUnit, Material-UI, FastAPI

Tools: Git, Docker, Google Cloud Platform, Vim, Excel, Docker, n8n

Languages: Native: Italian, English, Romanian; Conversational: German

Awards & Honors: Ranked Top 70 in European Swimming, Bebras Computational Challenge — Distinction (top 1%),

UKMT Maths Challenge — Gold (top 1%), ABRSM Piano Grade 8 (pass), Chess (national ranked)