ALEX JOHN CALDARONE

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ABOUT ME

Technical Skills	Python, R, MySQL, Git
Languages	Italian (Native), English (Native, IELTS Band 8.5 Certified)
Interests	Swimming, Diving (One Star Certified)

EDUCATION

University of Padua   Padua, Italy (September 2021–Present)

Bachelor in Statistics for Technology and Science

- Current GPA: 29.2/30
- Expected Graduation date: July 2024
- Relevant Courses: Computer Systems, Introduction to Probability, Inferential Statitics, Computational Statistics, Generalized Linear Models, Time Series Analysis
- Honours: Awarded merit scholarship "Mille e una Lode" by the University of Padua. This scholarhip is given to the top 3% of students in every course

Istituto Tecnico Nautico L. Acciaiuoli   Ortona, Italy (September 2016 - June 2021)

- Graduation mark: 100/100 with Distinction
- Completed internships at Grimaldi Lines, GNV and the Coast Gaurd

PERSONAL PROJECTS AND LEADERSHIP

ITADATAhack 2023   September 2023

- Represented the University of Padua in Italy's biggest machine learning competition
- Achieved overall performance of 0.8704/1 on the task of predicting the directory of 50'000 legal documents from the EURLex database.
- Analyzed and preprocessed text documents using tf-idf and transformer models. Built Logistic Regression model and Neural Networks to predict the correct category

WhatsApp Stats [Github | Streamlit]   (Feb. 2022 - Present)

- Developed a Streamlit app using Python to parse and generate statistics on WhatsApp chats.
- Wrote classes to enable the storing and manipulation of information through a pandas dataframe, which was later plotted using matplotlib
- Used the scikit-learn library to implement a basic Naive Bayes Classifier, which was used to predict the most likely author of a given message

Italian Performance in MotoGP [Kaggle Notebook]   (2022)

- Explored 2 different datasets using pandas to determine whether Italy is the best performing nation in MotoGP.

Tic-Tac-Toe [Github]   (2022)

- Developed a CLI in Python to allow a user to play Tic-Tac-Toe against a range of different computer scripts
- Implemented the MiniMax algorithm to create an unbeatable computer player

Public Speaking and Presentation Techniques   (June 2022)

- Participated in a series of lectures by Antonio Besana focused on teaching public speaking and presentation techniques by having students create their own presentations.
- Presentations given: Presentation on your hobby, Sales presentation on a product you use daily, Presentation to analyze market research data on italian family spending, with the goal to advise a company on what action to take

Maritime Solution Srl   (January 2019-June 2019)

- High school project to simulate the functioning of a maritime company.
- Acted as Chief Security Officer and managed the security procedures of the company's ship.
- Oversaw the drafting of the company's Ship Security Plan according to the SOLAS and ISPS Code standards

Young Entrepreneurs at School   (February 2020)

- Participated in the Erasmus+ project during fourth year in high school as the head of the Italian team with the goal of presenting an entrepreneurial project to the visiting students