



Aryan Saini

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WORK EXPERIENCE

RURAL HEALTH CARE FOUNDATION – NARAINGARH, INDIA

COVID-19 RELIEF VOLUNTEER – 15/08/2021 – 10/02/2022

- Collaborated with the foundation to support communities during the pandemic.
- Delivered food, medicines, and essential supplies to hospital patients and families in need.
- Provided emotional support to COVID-19 patients, helping to uplift morale during isolation and recovery.

– AMBALA, INDIA

VOLUNTEERING EXPERIENCE (SECONDARY EDUCATION) – 08/06/2021 – 20/10/2021

- Reported and assisted in rescuing injured animals in the local community.
- Actively volunteered for **two years** in the **Swachh Bharat Mission**, promoting cleanliness and public hygiene.
- Participated in a **10-day National Cadet Corps (NCC) training**, gaining exposure to social service, leadership, and discipline.

EDUCATION AND TRAINING

08/2025 – 02/2026 Oslo, Norway

BACHELOR OF SCIENCE Universitetet i Oslo

Selected as an exchange student at the University of Oslo, Norway (August 2025 – February 2026). During this period, I will be undertaking advanced courses in **Methods in Interaction Design, Network and Communication Security, and Deep Learning for Autonomous Systems**, enhancing my skills in user-centered design, cybersecurity principles, and machine learning for autonomous systems.

Website www.uio.no | **Field of study** Informatics

20/09/2024 – 29/09/2024 Geneva, Switzerland

EDGE MACHINE LEARNING SCHOOL CERN

Attended the **SMARTHEP Edge Machine Learning School** at CERN (September 2024) which was focused on real time analysis for science and industry.

Gained hands-on experience in frontier Edge Machine Learning techniques with expert instruction from leaders at **NVIDIA, AMD/XILINX, IBM Research** and more.

Topics included: Fast Inference on Specialized Hardware, Model Compression techniques and Neuromorphic Computing.

Website indico.cern.ch | **Field of study** Applications of Machine Learning in real world scenarios

25/09/2023 – CURRENT Rome, Italy

BACHELORS OF SCIENCE Sapienza University of Rome

Activities and Societies:

- Member of the Sapienza Aerospace Student Association (**SASA**), contributing to interdisciplinary projects integrating aerospace systems and computational intelligence
- Selected and admitted to **CyberChallenge.IT**, Italy's national cybersecurity training program organized by the Cybersecurity National Lab of CINI. Participated in lectures and hands-on training focused on ethical hacking, cryptography, network security, and secure programming. Designed for top students aged 16–24 to identify and train future cybersecurity professionals.

Currently pursuing **BSc in Applied Computer Science and Artificial Intelligence** at Sapienza University of Rome, focusing on core technical domains such as **Computer Architecture, Data Manipulation & Analysis, Machine Learning, and Artificial Intelligence**. Developing strong skills in mathematical modeling, algorithm design, and software engineering for intelligent systems.

Website www.uniroma1.it | **Field of study** Applied Computer Science and Artificial Intelligence

07/04/2009 – 15/07/2022 Naraingarh, India
SENIOR SCHOOL CERTIFICATE DAV senior secondary public school

Graduated with distinction in the Science stream (Non-medical) with a strong academic foundation in mathematics, physics, and computer science. Driven to pursue advanced education and research in **Artificial Intelligence, Machine Learning, and Data Science** at top-tier institutions.

Website davnaraingarh.org | **Field of study** Science stream (Non-medical) | **Final grade** 90.0%

● **PROJECTS**

05/2025 – 06/2025
Real-Time Facial Emotion Detection

Computer Vision Project:
Developed a real-time facial emotion recognition system using a Convolutional Neural Network (CNN) trained on labeled facial expression data. Integrated OpenCV for video capture and preprocessing, enabling emotion classification from live webcam feeds. Project aimed at demonstrating practical computer vision and deep learning implementation.

05/2025 – 06/2025
Brexit Vote & Its Economic Shockwaves: UK and EU Markets React

Data Analysis Project:
Conducted an in-depth statistical analysis using **R** to evaluate the economic consequences of the Brexit referendum. Analyzed trends and volatilities in UK and EU stock markets, GBP exchange rates, and shifts in Foreign Direct Investment (FDI) in the UK. Employed time-series analysis, regression models, and visualizations to uncover short-term shocks and long-term economic patterns.

03/2024 – 06/2024
Social Game Systems (SGS)

Java Project:
Developed and presented a game model, **Social Game System (SGS)**, designed for a dynamic universe of players with structured, reflexive, and symmetrical acquaintance relations. The model introduces player neighborhoods with fixed positions, emphasizing flexible connections and interaction limits. Focused on designing scalable, numerable systems and analyzing social dynamics within constrained environments.

06/2024 – 08/2024
Predictive Modeling for Housing Market Analysis in Rome

Machine Learning Project:
Designed and implemented a machine learning model to predict rent prices and housing availability in Rome. The model incorporates factors such as location, property size, and utilities to deliver accurate pricing estimates and identify housing trends. Focused on data preprocessing, feature engineering, and model optimization for reliable insights.

● **SKILLS**

Good programming skills (C, Python, Java, C++) | Software libraries (OpenCV, PCL, Tensorflow, ROS) | Data management and Data analysis | Photo-Video Editing | Excellent command of Microsoft Office (Word, Excel, Outlook)

● **LANGUAGE SKILLS**

Mother tongue(s): **HINDI**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
ITALIAN	A2	A2	A2	A2	A2

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

● **DRIVING LICENCE**

Driving Licence: B

● **HOBBIES AND INTERESTS**

Activities and Interests

- Traveling and exploring new cultures
- Playing outdoor sports, especially team-based games
- Reading books across fiction, non-fiction, and technology genres
- Listening to music for relaxation and inspiration