Cristian Di Iorio

Email: cristiandiiorio12@gmail.com   **Website:** cristiandiiorio.it   **Website:** github.com/cristiandiiorio

Nationality: Italian

EDUCATION AND TRAINING

[17/09/2024 – Current]   **Master's Degree in Computer Science**

Sapienza Università di Roma

City: Rome | **Country:** Italy | | **Level in EQF:** EQF level 7

[27/09/2021 – 19/12/2024]   **Bachelor's Degree in Computer Engineering**

Sapienza Università di Roma

City: Rome | **Country:** Italy | | **Level in EQF:** EQF level 6

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

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

PROJECTS

Keystroke Dynamics Recognition

Implemented user authentication through keystroke dynamics using Mahalanobis Distance, Gaussian Mixture Model, and the Gunetti-Picardi method. Developed and optimized models for pattern analysis and anomaly detection. arXiv

Arduino Current Meter

Developed a C interrupt-driven program to interface with a Dockerized receiver, enabling real-time data acquisition from a Hall-effect current sensor connected to an Arduino board.

Google Drive clone

Designed and implemented a Google Drive clone using Ruby on Rails, featuring file storage, sharing capabilities, and user authentication using Google OAuth.

Risk online game

Developed an online multiplayer game inspired by Risk, utilizing React for the front-end and Python Flask for the back-end, with real-time gameplay and strategic features. website

HOBBIES AND INTERESTS

Homelabbing and Selfhosting