Carlo Rosso

Computer Science Student

☐ danesinoo 🖂 carlorosso02@gmail.com 🛅 Carlo Rosso



About me

As a Computer Science student specializing in machine learning and software development, I am driven by curiosity and a commitment to advancing technological innovation. I've worked on projects that push the boundaries of machine learning, aiming for positive societal impact. Continuously exploring new technologies, I strive to stay at the forefront of the field. I embrace challenges not only as opportunities for growth but also as a way to keep myself engaged and entertained, viewing life as a continuous journey of learning and enjoyment.

Professional Experience



Machine Learning Intern @University of Padua

🕱 07/2024 - 08/2024 👂 Padua, Italy

- Conducted research on **sentiment analysis** using machine learnign models.
- Implemented and compared machine learning algorithms (Kernel Methods, RNN, BERT)



- Responsabilities included data processing support, front office tasks, and archiving.
- 200h collaboration with **Studenti Career Office**.
- Selected by merit for a part-time studenti collaboration.



Exchange Student @Rødkilde Gymnasium

🛮 08/2019 - 05/2020 👂 Padua, Italy

- I spent a year in Denmark as an exchange student.
- Focused on Mathematics, Physics, and Chemistry.
- The year of the COVID-19 pandemic.



Mechanical Worker @TPA Srl

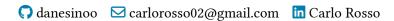
▼ 06/2019 - 07/2019

Motta di Livenza, Italy

• Fabricated and assembled automated machines, by cutting, shaping and preparing metal parts according to project specifications.

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Education



Master of Science in Computer Science @University of Copenhagen

▼ 09/2024 - ongoing ♥ Copenhagen, Denmark

• I am focusing on Machine Learning, and I also like Advanced Programming.



Bachelor of Science in Computer Science @University of Padua

▼ 09/2021 - 09/2024 Padua, Italy

• Thesis: "Comparison of Kernel Methods and Large Language Models in Sentiment Analysis."

• Final Grade: 106/110

• GPA: 3.5

Projects.



Easy Meal @Software Engineer, University of Padua

▼ 2023 - 2024 Padua, Italy

- **Web application** designed to streamline restaurant reservations and order management for both customers and restaurateurs.
- Collaborated in a team of developers (6 students), following the **Model-View-Controller (MVC)** architectural pattern.
- Implemented **backend** using **Node.js** and **Nest.js**, managing restaurant data, orders, and user authentication.
- Implemented **frontend** using **Angular**, ensuring a responsive and user-friendly interface, with the same backend's design pattern: the **dependency-injection**.
- Employed **PostgreSQL** as the database and utilized **Drizzle ORM** for efficient interaction with the database and for experimenting with the new technology.
- Deployed the application using **Docker**, creating a containerized environment for easy development and deployment.
- Evaluation: 25/30



Music vs Robot @Object-Oriented Programming, University of Padua

▼ 2023 Padua, Italy

- Designed and developed a **tower-defense-style game** inspired by *Plants vs Zombies* using C++14 and the **Qt framework**.
- Clear separation of concerns with distinct layers for the game's logic (model) and graphical interface (view) to enhance maintainability and scalability.
- Applied key **object-oriented principles** such as encapsulation, polymorphism, and modularity to create an elaborate class hierarchy
- Achieved an evaluation of 3/3 with honors

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Skills. Machine TensorFlow PyTorch Pandas Scikit-learn Numpy HuggingFace Learning Functional Programming Object-Oriented Programming Algorithms Programming Data Structures Database Web Development Haskell C++С PHP Python Rust TypeScript JavaScript Programming Languages SQL Html Golang Typst LaTex Lua Java Matlab English (fluent) Italian (native) Danish (Basics or less) Languages **Interests** Sailing Judo Skiing Climbing Sports Hobbies Reading Blogging 3D Modeling Music Curiosity