CARLO ROSSO

🌐 Italian 📅 01/11/2002 📍 Copenhagen, DK

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Spoken Languages

Italian: Native
English: Fluent (**IELTS 7.5**)
Danish: Learning
Latin: Reading

Software Skills

Machine Learning: Torch, Scikit-learn, NLP, AlphaFold, NumPy, HuggingFace, Pandas Polars, Weights and Biases, NLTK

Programming: Functional Programming, Algorithms, Git, UV, NeoVim, tmux, DataSpell, undotree, Jupyter, Alacritty, Drizzle, Angular, Docker, Node.js, Nest.js, Django

Languages: Python, Rust, Haskell, C/C++, Java, TypeScript, JavaScript, Golang, SQL, Lua, LaTex, Matlab, PHP, HTML, CSS, Bash

Interests

Sports: Judo, Sailing, Skiing
Hobbies: Open Source, Reading, 3D Modeling, Cooking, Journaling

About me

Hi! I'm Carlo: a Computer Science master student. I am passionate about Artificial Intelligence, Machine Learning and Denmark. I seek to apply ML techniques to solve real-world problems.

Professional Experience

Machine Learning Intern
UNIVERSITY OF PADUA

Padua (PD), Italy
07/2024 - 08/2024

- Performed **sentiment analysis** on **SST-5 dataset** to examine whether syntax conveys meaning.
- Achieved **55.2%** accuracy using **tree-kernel methods** with syntactic data.
- Improved accuracy to **57.3%** with **LLMs (RoBERTa)** w/o syntactic data.

Education

Master of Science in Computer Science
UNIVERSITY OF COPENHAGEN

Copenhagen, Denmark
09/2024 - ongoing

- Focusing in Machine Learning, and Integrative Structural Biology
- GPA: 2.5

Bachelor of Science in Computer Science
UNIVERSITY OF PADUA

Padua, Italy
09/2021 - 09/2024

- Artificial Intelligence, Software Engineering, Operating Systems.
- Final Grade: 106/110.

Exchange Student
RØDKILDE GYMNASIUM

Vejle, Denmark
08/2019 - 05/2020

Projects

Somebody's Blog!

- Automated blog to convert **Markdown to HTML** with **Rust** and **GitHub Actions**.
- **Open source** project for **personal notes**, **project management**, and journaling.

Weav

- **Cross-platform app** to discover and advertise events, pubs, and coffees.
- Engineered a scalable python backend with **Django** in **Docker**.

Music vs Robot

- Developed **tower-defense-style game** inspired by *Plants vs Zombies*.
- Implemented in **C++14** with **Qt framework**, automated with **Makefile**.
- **Evaluation**: 3/3 with honors.

Easy Meal

- **Web application** to streamline restaurant reservations and orders.
- Implemented the **backend** in **Node.js** with **Nest.js** and **Drizzle**.
- Implemented the **frontend** in **Angular**: levereging on the **dependency injection**.
- **Evaluation**: 25/30.