

# DAVID COCCORULLO

SOFTWARE DEVELOPER | DATA SCIENTIST | MACHINE LEARNING ENGINEER

## PERSONAL INFO

🇮🇹 Italian ♂ he/him  
📅 September 28th, 2001  
📞 (+39) 329 455 5074  
✉ davidcoccorullo7@outlook.it  
🌐 My online portfolio ([click](#))  
🐙 [github.com/davidcocc/](https://github.com/davidcocc/)  
in [linkedin.com/in/davidcocc/](https://linkedin.com/in/davidcocc/)



## SKILLS

Python / C / C++ / Java / SQL /  
JavaScript / React / R ...  
AI and Machine Learning / NLP /  
Computer Vision / Neural  
Networks / Deep Learning ...  
Unity / VR / AR / Git / Linux  
Ableton Live / Audacity  
Adobe Creative Suite (basic level)  
blender (basic level) ...



## EDUCATION

University of Salerno  
🎧 Master's Degree in  
Data Science & Machine Learning  
2023 - ongoing  
University of Salerno  
🎧 Bachelor's Degree in  
Computer Science  
2020 - 2023  
I.I.S. Basilio Focaccia, Salerno  
🎧 Higher Technical Institute  
Diploma  
2015 - 2020



## LANGUAGES

English	Italian
C1 Level	Mother tongue
Full professional proficiency	

## ABOUT ME

I am a passionate developer deeply in love with **Computer** and **Data Science**, with a robust programming background that spans almost a decade.

My coding journey began at a really young age, so I had the chance to explore different fields of computer science, leading now to my profound interest in **Artificial Intelligence** and **Machine Learning**.

I consider myself to be an **open-minded**, **creative**, and **versatile** individual, qualities that are reflected in my approach to work.

I have a strong passion for music, being a decent level self-taught guitar and bass player; it's always delightful to experiment new ways to merge computer science together with my hobbies.

## MAIN PROJECTS *(more on my [online portfolio](#))*

### 🎧 Space Buddy

- **Virtual Reality game** starring a digital friend as a psychological support for young people.
- Implemented the **technical aspect** of the game, building the chatbot, realizing and developing the game flow and mechanics.
- Realized the **aesthetic aspect** of the game modeling, animating and rigging the 3D character.
- Took on the role of **leader** of my team, directing and organizing the whole team workflow and communication.
- The project participated in UniSA's **AppChallenge** and was evaluated with a score of **30 cum laude** out of 30.

### 🎧 Quantum NLP Pipeline for Security Requirements Classification

- Implemented a **Quantum NLP pipeline** to examine its **performance** in the task of constructing a **machine learning model** for **multi-class classification**.
- The whole work has been tested on a dataset of **security requirements** from a health-care system, comparing the quantum model results with the ones obtained from a classical NLP pipeline trained on the same dataset.
- The project has been realized as my **Bachelor's thesis**.

### 🎧 SpotifAI

- Analysis of music extracted from a user's Spotify profile, creating playlists based on the **similarity of songs** in terms of conveyed vibes and moods, with the ability to **predict** the most appropriate playlists for a new input song.
- Developed the whole application and machine learning model behind it.
- The final result led to interesting observations and has been evaluated with a score of **30 out of 30**.

### 🎧 LetMeCook

- Mobile cooking assistant which **detects ingredients from a camera**, in order to **suggest new recipes** to users thanks to a **LLM**, taking account of their food preferences and allergies.
- Developed in **Unity** and deployed on Android devices
- Evaluated with a score of **30 cum laude out of 30**.