

# DAVID COCCORULLO

SOFTWARE & 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 / Unreal Engine (basic level)  
/ VR and AR / Git / Ableton Live /  
Audacity / Adobe Creative Suite  
(basic level) / blender (basic  
level) ...

Teamwork, Creativity and  
Determination.  
Great Communication and  
Problem Solving

## LANGUAGES

|                                     |               |
|-------------------------------------|---------------|
| English                             | Italian       |
| C1 Level                            | Mother tongue |
| Full<br>professional<br>proficiency |               |

## HOBBIES

Music Production, Bass and  
Electric Guitar  
Art and Videogames

## EXPERIENCE

### 🎧 Research Traineeship – AI/ML

Jheronimus Academy of Data Science  
s'Hertogenbosch, Netherlands

March 2025 – June 2025

## EDUCATION

### 🎧 Master's Degree in Data Science & Machine Learning

Current Average: **29.8 / 30**

2023 – ongoing

### 🎧 Bachelor's Degree in Computer Science

Grade: **96 / 110**

2020 – 2023

## 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**.

### 🎧 JaQo – Just Another Quantum Orchestra

- Music computer composer which combines **quantum computing** concepts with music theory to generate music. It uses **PQCA** to create patterns that are then translated into musical elements such as pitch, rhythm, and instrumentation.
- Users' feedback has been collected and analyzed, leading to interesting observations, and the project has been evaluated with a score of **30 out of 30**.

### 🎧 MedGraph

- Tool for helping **biomedical researchers** to better visualize relationships between academic papers, research studies, and various topics thanks to a graph interface.
- Named Entity Recognition algorithms have been used in order to recognize relationships between different research papers and arguments.