









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/
 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 / VR / AR / Git
/ Linux /
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 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.

I would consider myself to be an **open-minded person**, **creative** and **versatile**, always ready to **explore new points of view**.

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

SpotifAI

This project has been realized for the Artificial Intelligence Foundations course, and it analyzes songs 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. The final result led to interesting observations and has been evaluated with a score of **30 out of 30**.

Quantum NLP Pipeline for Security Requirements Classification

For my Bachelor's degree thesis, I 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.

Space Buddy

For the Enterprise Application Development exam, me and my group have developing a **Virtual Reality game** in **Unity** supervised by a tutor from **Google**. Our app provides a **virtual friend** (animated by a **chatbot**) who entertains users and play with them. For Space Buddy, I worked on **both the technical and aesthetic aspect** of the game, building the chatbot, developing the game flow, modeling, animating and rigging the 3D character. I also took on the role of **leader**, 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.

Music Generation Playground

This project has been developed for the Musimathics exam at the University of Salerno.

The idea behind it is to build a **Machine Learning model** trained on **MIDI files** of musical pieces by the greatest classical composers who ever lived like Wolfgang Amadeus Mozart or Ludwig van Beethoven in order to **generate new musical scores based on their styles**. It will be improved in the future, with the goal of generating more appealing music scores.