

Diego Drago

Contacts

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Education

Sep 2018 – May 2023:

**University of Glasgow,
Computer Science MSci**

Relevant courses:

- Research Methods and Techniques
- Project Research Readings
- HCI, Mobile HCI
- Artificial Intelligence
- Machine Learning
- Recommender Systems
- Computer Vision Methods and Applications
- Data Fundamentals (Data Analytics and Machine Learning introduction),
- Text as Data (Document Analytics introduction),
- Conversational Interfaces
- Professional Software Development
- Advanced Software Engineering Practices
- Object Oriented Software Engineering (Java), Java Programming
- Introduction to Gnu and Linux (C, Bash), Computer Science (Python), Systems Programming (C, C++, Linux)
- Interactive Systems,

Fifth year Computer Science student on track for a first class Masters in Science, seeking PhD.

Technical Skills

- Unity, C#
- XR Development
- Python
- C, C++, Arduino
- Java, Bash
- ROS, RASA
- Git, Github, Gitlab
- Web development: Django, Node, JS, HTML and CSS
- PostgreSQL, MySQL
- YAML, JSON

Other technical skills: Agile Software Development, Figma

Soft Skills

- Team-work
- Communication
- Multitasking
- Organisational
- Scientific writing
- Critical mindset
- Attention to detail

Experience

Summer 2022 – **Research Intern** at the University of Glasgow Multimodal Interaction Group (MIG) for the ViAJeRo Project, which focuses on VR and AR passenger use in public and private transport. Built on existing Arduino and Unity hardware and software to add temperature and heart-rate sensors. Tested the feasibility of ZED cameras to integrate reality cues to a Quest 2 app through Unity. Developed a Meta Quest 2 app where reality cues were simulated.

Summer 2021 – Intern **Software Engineer** at Glasgow University Software Services, part-time. Worked on two projects in teams of 2:

1. Implemented a web-based JavaScript coding environment targeted to novices. Used by our client to teach on Coursera, it features a code editor and console, a turtle-library canvas and more. Made using Node. Role as **developer** and **UX Designer**.
2. Developed an Online Customer Relationship Manager. Built using Django and PostgreSQL and deployed via Nginx, Unicorn on Ubuntu. Role as the **back-end developer** with additional responsibilities over **deployment** and **User Experience**.

Relevant Projects

4th year Thesis – **An eyes-free, multimodal interface for auditory headsets**. Developed for the Bose Frames via Unity a multimodal menu interface based on head-orientation tracking and gestural input. Evaluated it in a user study to investigate the performance, usability and workload of three possible layouts. Results identify the most viable layout and the UI overall to be promising. Video presentation: <https://www.youtube.com/watch?v=B-HGMSqtnY>
Final grade: A3.

Education (continuation)

Other courses:

- Mathematics, Graphs and Networks, Linear Algebra, Multivariable Calculus, Topics in Linear algebra and Calculus
- Algorithmic Foundations, Algorithmics & Data structures, Algorithmics I
- Computer Fundamentals, Computer Systems (Data Structures, MySQL)
- Web App Development
- Networks and Operating Systems Essentials
- Electronic Engineering
- Robotics Foundation (ROS)
- Physics: Programming under Linux (C and Bash)
- Swedish, German

2017 – 18: University of Genova, Software Engineering BSci:

- Computer Science (C++)
- Circuit Theory
- Analytical Geometry
- Calculus
- Physics

2012 – 2017: Liceo Scientifico Statale Morgagni:

Roma, High School Diploma with a final grade of 100/100

Language Skills

English – Fluent

Italian – Fluent

Spanish – Intermediate

Swedish – Beginner

German – Beginner

3rd year Conversational Interfaces – **Designed, developed and evaluated a task-oriented chatbot** able to recommend movies and TV Series and provide relevant information.

Built using **RASA**, an **AI framework** for dialogue systems, in Python and YAML and retrieving data from a public API.

Evaluation of the NLU and of the system in general using the PARADISE evaluation framework.

3rd year Team Project – Designed and developed a website for an external company (non-affiliated with the university) with particular attention on using **Agile Software Development practices**.

Role as the **UX Designer, Meetings Chairperson and Developer**. Built the back-end and front-end, with a focus on the latter, using Django. Encouraged cooperation and good communication between team members, organised meetings, supported a struggling teammate.

Extra-curricular Projects

Glasgow University Technology Society 2021 Hackathon – took up the SAS challenge: build a product that helps people during the COVID pandemic. As the **UX Designer** and **Frontend Developer**, developed a webapp in under 44 hours where users in need can locate food banks and book collections. Presented the project as the **team spokesperson**: <https://youtu.be/vwmwnCI7KM0>

Glasgow University Robotics Society - Designed and built in a team of four a robot able to follow black lines over a white floor or vice versa. Hardware based on a Blue Pill microcontroller, software on the Arduino programming language.

Other Work Experience

2016 – 2017 - Self-employed **Private Tutor** for Mathematics, Physics and English. Successfully tutored 16 to 18-year-old students helping them pass to the 4th or 5th year of High School.

2016 – 2017 - Volunteering **Bartender** for episodic private events held at Centro Visite Parco riserva naturale (Vallombrosa, Tuscany) and Cohome (Rome). Worked accurately and quickly, being able to multitask while under-pressure.

Interests

Game Developing – Developed a 3D game during a GameJam, a programming event that imposes a time limit of 48 hours. Coded in C# using Unity as game engine. Coded arcade games such as ‘Asteroid’, ‘Pong’, etc. via Processing, a graphical library and IDE based on Java.

Generative Arts – coded several small, one-day projects via processing as an exercise in coding, generative arts, and design.

Hiking – among other hikes, achieved a personal record distance travelled of over 130km across 5 days along the Francigena way.