Giada Gabriele

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giadagabriele

Skills

C++, Java, SQL, Python, Perl, HTML, CSS, JavaScript, DLV, Networks and GNS3, Android App Development, Framework Spring, Angular, Django Software, Data Analytics (Data Warehouse & Machine Learning)

Languages

Italian (mother tongue), English (B2)

Education

2011 - 2016

Liceo Statale Lucrezia della Valle, Cosenza - *Diploma*

Field of study: Human Sciences

Final grade: 97

2016 - 2021

Università della Calabria, Rende - *Bachelor Degree*

Field of study: Computer Science

Final grade: 90

2021 - CURRENT

Università della Calabria, Rende - *Master Degree*

Field of study: Artificial Intelligence and Computer Science (Computer Security)

Final grade: -

Projects

PSH (Marvel Version) — Object-oriented Programming Group Project

Recreated the game Pirate Ship Higemaru. It is a maze video game, the player has the ability to grab items which he can throw (either horizontally or vertically) across the screen to defeat the enemies.

To complete the game the player must defeat all the enemies of the 3 levels. Developed with C++ using lib Allegro5.
Source code on GitHub

Bubble Bobble — Graphic Interfaces and Event Programming Group Project

Recreated the game Bubble Bobble. It is an arcade platform video game, it features a dragon named Bub who is capable of spitting bubbles. The aim of the game is to defeat all the enemies in the level and move on to the next level, until you reach the final level. You can only enter the next level when all objects (left by defeated enemies) in the map have been collected. Developed with Java.
Source code on GitHub

L'Archivio delle Volpi — Web Computing Group Project

Platform with a large catalog of video content (movies and TV series). The main purpose is to enable the User to find, by text search or filtering by "Genre", the desired video content. Each one has a brief plot, description, trailer and on which streaming platform it is available for viewing. The platform can be used by Registered Users (who have the possibility to leave a review and create a favorites list), Unregistered Users, and the Administrator (who can edit the catalog). Developed with HTML-CSS-JS (Bootstrap), PostgreSQL, PgAdmin.
Source code on GitHub

Infocard — Bachelor Degree Thesis Project

This thesis work aims to design and develop an Android application, called Infocard, able to better manage contacts through a "smart" address book with some references to typical social network functions. In particular, through a system of requests, it is possible to view the personal data of users, such as profile picture, nickname, name, surname, especially e-mail and telephone number, and keep them close at hand within Infocard. Developed with Java and Firebase.
Source code on GitHub

Vinted — Agile Software Development Group Project

Created a platform modeled on the Vinted website (an online second-hand clothing-focused buying and selling service that allows transactions to take place completely securely and at no extra cost). Developed with Spring, MySQL and Angular.
Source code on GitHub

Global Climate Change Analysis — Data Analytics (Data Warehouse and Visualization) Project

Analysis of a dataset focused on global climate change, in particular on the exposure to the climate in some economics, social and geographical areas. Developed with Tableau Software.
Source code on GitHub

COMPAS Scores Analysis — Data Analytics (Machine Learning) Group Project

Correctional Offender Management Profiling for Alternative Sanctions (COMPAS) is a case management and decision support tool developed and owned by Northpointe used by U.S. courts to assess the likelihood of a defendant becoming a recidivist. The main goal of this academic project is to determine and predict if a defendant becomes a recidivist. The secondary goals are: predict if a defendant becomes a violent recid or not and predict the difference (in days) between the date of the first crime anche the date of the recidivist or the violent recidivist offense. Developed with Python (libraries: Pandas, Seaborn, Scikit-learn, Matplotlib, NumPy) using Jupyter Notebook.

Source code on GitHub

Assignment — Algorithmic Game Theory Project

The assignment demanded to implement a system (a mechanism) that selects the user who will perform the tour, defines the places that the tour will visit and defines the payments charged to the users. The only constraint is the maximum payout. Costs proportional to kilometers should be equally distributed and fixed costs should be based on declared utilities (truthful declarations of utilities). The paper was written in LaTeX, with Overleaf.

Source code on GitHub