

MASSIMO GIACCOME

Graduate in Computer Engineering

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PROFILE

I am a Computer Engineering graduate with a strong passion for Artificial Intelligence and software development. I am a collaborative and detail-oriented individual, able to work effectively in team environments and meet deadlines. My background as a basketball player and current FIP referee has strengthened my discipline and leadership skills. I have solid experience in mobile development (Java, Kotlin, Flutter), web technologies (HTML, CSS, JavaScript, React), and data processing with Python.

EDUCATION

BACHELOR'S DEGREE IN COMPUTER ENGINEERING (SEP 2021 - DEC 2024)
University of Bologna - Alma Mater Studiorum

MASTER'S DEGREE IN COMPUTER ENGINEERING (SEP 2024 - DEC 2026)
University of Bologna - Alma Mater Studiorum

ERASMUS EXCHANGE PROGRAM (SEP 2025 - JAN 2026)
University of Southern Denmark, Odense

PROFESSIONAL EXPERIENCE

WEBSITE MANAGEMENT INTERN (JUL – SEP 2020)
MMG Service SRL

INTERN – WEB APPLICATION DEVELOPMENT (JUL – AUG 2023)
MMG Service SRL

INSTRUCTOR – PROGRAMMING & ARTIFICIAL INTELLIGENCE COURSES (MAR – AUG 2025)
CNA Emilia Romagna

PROJECTS

IoT Event Tracking Solution (Flutter, LoRa, Python)

MyTable – Smart Restaurant Ordering App (Kotlin (Android), Firebase)

AI Agent for Tablut Board Game (Python, Search Algorithms, Game AI)

Income Classification with Data Science & Machine Learning (Pandas, Scikit-learn)

Optimizing the Formula 1 Calendar – Data Visualization Project (Plotly, Matplotlib)

XR/AR Learning Environments (Unity)

Applied Machine Learning Project (TensorFlow)

LANGUAGE SKILLS

Native Italian speaker

Advanced English