

Michele Vincenzo Gentile

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Education

Sapienza University of Rome

Rome, IT

BACHELOR'S DEGREE IN COMPUTER SCIENCE

Sep. 2023 - Oct. 2026

- Cumulative GPA 3.87/4.0
- Teaching Area Council Student Representative, Faculty Student Representative, Quality Assurance Committee Student Representative
- Coursework: Python, Digital Systems Design, Computer Architecture, Algorithms, Java, Databases I and II, Computer Networks

Work Experience

Sapienza Gladiators Racing Team

Rome, IT

HEAD OF MARKETING & DESIGN

Dec. 2023 - Present

- Led a team of 8 people to define and execute brand strategy, sponsor communications, event promotion and the team's digital presence.
- Secured ~60k € in sponsorships and grew Instagram +16.4% through organic campaigns and partnerships, working with no dedicated budget.

Sapienza Fast Charge Racing Team

Cisterna di Latina, IT

SOFTWARE ENGINEER

Dec. 2023 - Nov. 2024

- Developed firmware for autonomous vehicle control using model-based design techniques with Simulink and Speedgoat, achieving zero communication errors and reducing latency by 75%, from 2 to under 0.5 seconds.
- Implemented real-time communication solutions for autonomous vehicles, managing 200Hz data flow between processing platforms, sensors, and actuators to enhance responsiveness and safety.
- Designed and integrated HMIs for Formula SAE vehicles, using Arduino and Nextion, reducing dashboard interaction time by 40%.

Italian Ministry of Justice

Rome, IT

IT SUPPORT

Dec. 2023 - Sep. 2024

- Managed data for 491 social inclusion projects, enhancing resource allocation and strategic planning by 70%.
- Developed a nationwide questionnaire for home detainees, streamlining the Inclusion Allowance request process and improving application speed by 84%.
- Helped establish a telematic Help Desk for a critical system, reducing technical support requests by 40%.

Projects

PlantinoCare

[GitHub Repo](#)

PYTHON, PHP, JAVASCRIPT, SQL, C++, HTML

- Created a data collection system using a micro-controller and four sensors to monitor plant and environmental conditions, processing and displaying data via a web application accessible from both smartphones and computers.
- Optimized plant conditions and reduced water consumption by up to 30% through actionable insights provided by the application.
- Showcased the project at the 2023 Rome Maker Faire, selected from top European applicants, highlighting innovation and impact.

DeReK (Department Estimation and Real-time Emotional Knowledge)

[GitHub Repo](#)

PYTHON, OPENAI API, VOSK, ELEVENLABS, N8N, AIRTABLE

- Engineered an AI voice agent that reduced claim handling time by automating data, emotion and emergency detection during insurance calls.
- Integrated offline speech recognition, a real-time frustration and emergency detection system that prioritizes urgent cases and routes calls accordingly, and text-to-speech into a real-time conversational pipeline with automated ticket creation via n8n and Airtable.
- Built in 32 hours at Lisbon AI Week 2025, demonstrating proficiency in rapid prototyping, API orchestration, and conversational AI system design.

Extracurricular Activity

2025 **Erasmus+**, Universidade NOVA de Lisboa

2024 **Erasmus+**, Universitat de les Illes Balears

2023 **Exhibitor**, Maker Faire Rome - European Edition

2022 **243th Place (out of 9765)**, Italian IT Olympics

Skills

Technologies C++, Python, Java, SQL, C, PHP, HTML, CSS, R, JavaScript, Next.js, Simulink, PowerShell

Languages Italian (Native), English (C1), Spanish (B1), French (A2), Catalan (A1), Portuguese (A1)

Certifications CCNA 1, Linux Essentials, CyberSecurity Essentials (Cisco); Relational Databases (Stanford); Data Science Foundations (Google)