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## Education

- Sep 2022 – Aug 2025 **B.Sc. in Computer Science**, *University of Salerno, Italy*  
Current GPA: 29.5 / 30
- Sep 2017 – Jul 2022 **Secondary School Diploma in IT**, *I.I.S. Margherita Hack, Salerno*  
Final grade: 100/100

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## Work Experience

- Jul 2021 – Sep 2021 **Software Engineering Intern**, *I.T.Svil srl, Salerno*
- Co-developed a Python application for managing a comic shop's database.
  - Awarded as the best project among interns.
  - Strengthened Python skills through collaborative design, coding, and testing of application features.

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## Awards

- 2022 **Finalist**, OIS - Italian Team Olympics of Informatics
- Top 15 of 464 participating teams.
  - Languages used: C & C++
- 2021 **Finalist**, OII - Italian Olympics of Informatics
- Top 100 of 10740 students.
  - Languages used: C & C++

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## Selected Projects

- Jul 2023 – Present **Research on Code Approximation Capabilities of LMs**, *University of Oxford*
- Conducted an investigation into the potential of Large Language Models (LLMs) in executing algorithms and sequential instructions.
  - Collaborated with Emanuele La Malfa, a post-doctoral researcher from the University of Oxford.
- Sep 2022 – Present **Mentee**, *LeadTheFuture*
- Selected as one of the few Italian students to be mentees for LeadTheFuture, a leading mentorship non-profit organization for students in STEM, with an acceptance rate below 20
  - Engaged in mentorship activities, including guidance on academic and career development.
- Nov 2021 – Apr 2022 **Phaser Game Jam (Hackathon)**, *University of Salerno*
- Co-developed a video game using Typescript, securing a third-place position in the hackathon competition.
  - Gained valuable teamwork and project management skills by collaborating with fellow developers.
  - Enhanced proficiency in Typescript, Phaser.js, and game development through dedicated preparation, including a 30-hour course.