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🔗 Portfolio Website

Francesco PACIELLO

Education

University of Salerno   Expected March 2025
Master's Degree in CyberSecurity   *Salerno, Italy*
- **Relevant Coursework:** Advanced Cryptography, Network Security, Penetration Testing, Secure Software Development, Digital Forensics.

Apple Developer Academy - University of Napoli Federico II   Expected June 2025
Student   *Naples, Italy*
- Challenge Based Learning (CBL) academy that teaches Coding, Graphical User Interface Design (GUI), and Business

Experience

Charos s.r.l.   May 2024 – Current
Co-founder & iOS Developer   *Naples, Italy*
- Founded with a prize of €7500 won in SeiUnisa Pre-seed phase pitch competition
- Collaborating for the development of an iOS app, working on the frontend following Human Interface Guidelines (HIG).
- Developed a landing page using Tailwind CSS and managed a mailing list with over 700 subscribers.

Projects

Quantum Generative Adversarial Network (QGAN) in Anomaly Detection   July – December 2024
Research Thesis on Quantum Computing   *Salerno, Italy*
- Designed and implemented a Quantum Generative Adversarial Network (QGAN) using Qiskit for anomaly detection tasks.
- Trained a hybrid QGAN with a quantum generator and a classical discriminator, achieving 86% accuracy on simulated data.
- Utilized Qiskit's circuits and simulators noise models to replicate real-world quantum device conditions for robust model evaluation.
- Demonstrated the potential of quantum machine learning in classification of anomaly data in a network.

BeHappy   November 2024
iOS App - Built in team   *Naples, Italy*
- Developed using SwiftUI, and designed to improve serotonin levels by encouraging users to smile daily, based on scientific research.
- Integrated CoreML models trained using CreateML to detect smiles through the device camera, used Swift Concurrency for managing it.
- Implemented real-time feedback and sounds using AVFoundation to ensure a smooth user experience.
- Collaborated effectively with the team using GitHub for version control and project management.

Tier List Maker   September 2023
iOS App   *Naples, Italy*
- Designed and developed with Swift, SwiftUI, and SwiftData, enabling users to create and share personalized tier lists.
- Published on the App Store, achieving an average of 40 daily downloads and strong user engagement.
- Implemented RevenueCat API for including in app purchases.
- Sold the app in November 2024 for $2,000 to another indie iOS developer, demonstrating its market value and business potential.

Programming Pepper Robot for Hospital Assistance   March 2023
Project for the university course of Data science and machine learning - Built in a team   *Salerno, Italy*
- Used NaoQI API, connected with Alexa for intuitive voice-based interactions with hospital staff and patients.
- Implemented facial recognition for patient presence detection using Pepper's embedded cameras.
- Utilized Firebase NoSQL database to store and manage hospital room and patient information.
- Developed a mapping system to assist in navigating and identifying rooms requiring medical attention.

Daily Weights   November 2022
iOS App   *Naples, Italy*
- Developed in Swift, it helps users track their body weight and BMI, visualize trends through dynamic charts, and analyze weekly progress.
- Leveraged CoreData for efficient local storage and retrieval of user weight entries.
- Implemented RevenueCat API for including in app purchases.
- Implemented advanced statistical calculations, including weekly averages and variance analysis, to provide actionable insights.
- Designed an intuitive user interface with SwiftUI to enhance user engagement and usability.

Awards

SeiUnisa Pre-seed phase, Won a startup pitch competition prize of €7000, University of Salerno.   2022, 2023
SeiUnisa Seed phase, Won a startup validation competition prize of €15000, University of Salerno.   2023, 2024

Skills

Programming languages and technologies: *Proficient:* Swift, Python, C, Java, Qiskit, Javascript, LaTeX *Familiar:* TensorFlow, PHP, HTML/CSS, SQL
Languages: *Italian* Native, *English* B1   **Soft Skills:** Teamwork, Time management, Problem solving, Leadership, Decision Making