

# Roberto di Bari

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## EDUCATION

Florida International University– Miami, Florida  
Bachelor of Science in Computer Science, GPA: 3.76

July - 2024

## SKILLS & CERTIFICATIONS

- **Programming Languages:** Java, C, JavaScript, HTML, CSS, Python
- **Languages:** Fluent in Italian, English, and Spanish.
- **Certification:** Code Path Android Development (September 2023 – December 2023), Code Path Technical Interview Prep (March 2024- June 2024)

## EXPERIENCE

- Vaco at Google | Content Analyst** | Remote August 2024 - Current
- **Conducted webpage content analysis** to verify keyword-query alignment on landing pages using criteria such as brand mentions, target audience, and intent, enhancing accuracy and relevance for end-users.
  - **Coordinated real-time data extraction** with team members in Google Sheets and Docs, improving accuracy and efficiency in validating core content across projects.
  - **Designed workflows for data import/export** to reduce redundancy and improve retrieval speed, meticulously organizing datasets in Google Sheets for seamless data analysis.
  - **Implemented a quality assurance protocol** that reduced data discrepancies by 90%, conducting cross-checks on brand, audience, and intent to ensure consistent, high-precision reporting.

## PROJECTS

- Mpty** | *JavaScript, HTML, CSS, Leaflet Library* [Github/Mpty](https://github.com/RobertoDibari/Mpty)
- Designed and implemented an interactive workout tracking application using JavaScript ES6 classes.
  - Leveraged the Geolocation API to capture the user's real-time location data and integrated it into the application for location-based workout logging
  - Integrated leaflet library to create and manage an interactive map that responds to user inputs and events
  - Engineered the application's ability to differentiate between workout types and calculate key metrics like pace for running and speed for cycling
  - Managed error handling for scenarios such as the inability to get the user's location, ensuring a smooth user experience
- Premier League Football Match Outcome Prediction** | *Python, Pandas, Scikit-Learn, Seaborn* [Github/Premier](https://github.com/RobertoDibari/Premier)
- Achieved a prediction accuracy of 69.00% for Premier League football matches, as measured by model testing, by developing and optimizing a machine learning model with Gradient Boosting.
  - Improved model precision to 67.49% and recall to 81.47%, as indicated by evaluation metrics, by performing hyperparameter tuning using Grid Search.
  - Ensured model stability with a mean cross-validation accuracy of 63.44%, as demonstrated by cross-validation results, by evaluating Logistic Regression, Random Forest, and Gradient Boosting models.
  - Validated model predictions with a detailed ROC curve and confusion matrix, achieving an F1 score of 73.82%, by implementing advanced evaluation metrics.
- Budgeting App** | *Java, Java FX, Object-Oriented-Programming FXML, CSS* [Github/BudgetApp](https://github.com/RobertoDibari/BudgetApp)
- Developed and rolled out an interactive budget management application using JavaFX, incorporating UI components such as TableView and PieChart
  - Applied Object-Oriented Programming principles to create and encapsulate key financial data
  - Implemented data visualization functionality, enabling users to graph financial trends through dynamically updated graphs
  - Utilized JavaFX's FXML for a maintainable and easily understandable UI layout