

# Diego Argiolas

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## EDUCATION

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University of Cagliari | *Computer Science*

Cagliari, CA | **2020-2023**

- **GPA:** 4.00/4.00
- **Thesis:** "Study and application of Document AI methods for the automatic structuring of document contents"

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## SKILLS

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|------------------------------|--|----------------------------------|
| • <b>Game Engines:</b>       | Unity, Unreal Engine   | <b>Skill level:</b> Intermediate |
| • <b>Teamworking Skills:</b> | Constructive feedbacks, communication with the rest of the team, accountability for my actions | <b>Skill level:</b> Advanced     |
| • <b>Personal Skills:</b>    | Efficient solutions, code architecture, reusability  | <b>Skill level:</b> Intermediate |
| • <b>Communication:</b>      | English, Italian   | <b>Skill level:</b> Advanced     |

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## EXPERIENCE

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University of Cagliari | *Traineeship*

Cagliari, CA | **3/2023-6/2023**

- Study of AI driven tools related to the automatic content extraction from documents
- Formalization and evaluation of the latter tools
- Activity of supervised learning

Ringmaster Reply | *Consultant*

Rome, RM | **11/2023-Current**

- Usage of the Springboot framework for industry oriented software

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## INTERESTS

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### Game development

- To study further tools or architectures within the UE realm and exploring new ways of producing gameplay features
- To work in a team for delivering industry oriented games and consult experts in order to learn more and more about the various topics