

Diego Argiolas

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EDUCATION

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"

SKILLS

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

EXPERIENCE

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
- Software maintenance and fixing bugs

KEY SKILLS

Programming Languages

C, C#, C++, Java, Python

Web Development

HTML, JS, CSS

INTERESTS

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

