# **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: Unity, Unreal Engine
Teamworking Skills: Constructive feedbacks,
Skill level: Intermediate
Skill level: Advanced

communication with the rest of the team, accountability for my

actions

• Personal Skills: Efficient solutions, code

architecture, reusability

• Communication: English, Italian Skill level: Advanced

#### **EXPERIENCE**

## University of Cagliari | Traineeship

Cagliari, CA | 3/2023-6/2023

Skill level: Intermediate

- 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