

# CIRO VITALE

Developer



📍 Salerno, SA - IT  
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🚗 B Driving Licence

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AI, ML e DL techniques  
TensorFlow, PyTorch, R, Yolo  
React, JavaScript, HTML, CSS  
XML, JSON, MongoDB, SQL  
Java, J2EE  
Python, Flask

Accurate and punctual, I'm a developer passionate about exploring new technologies and stimulating tasks.

## PROFESSIONAL EXPERIENCE

- 12/23 – now  
part time **Researcher** LinearIT  
I collaborate in the R&D department on innovative research projects funded by the EU, in partnership with universities. I work with advanced technologies for IoT, AI, LLM, Knowledge Graph and Digital Twin. Currently, I'm developing an AI Agent using LLM, RAG, fine-tuning, Prompt Engineering and external services.  
/ Python / Java / Docker / IoT / AI / RAG / LLM / Knowledge Graph /
- 03/23 – 11/23  
part time **Full Stack Junior Developer** QuattroPuntoZero srl  
I actively contribute to company projects, focusing on creating and maintaining web applications and working across various phases of the software development life cycle.  
/ React / JavaScript / Flask / MongoDB / KeyCloak /
- 11/22 – 03/23  
part time **University Internship** LinearIT  
During the internship, I improved IT skills by working on a corporate research project, collaborating with the development team in the application of software engineering principles.  
/ React / JavaScript / Spring / JUnit / Docker / MongoDB / API /
- 06/20 – now **Wordpress Developer** Freelance  
I develop websites, create intuitive and attractive e-commerce platforms and showcase sites.  
/ Woocommerce / Wordpress / PHP /
- 06/20 – 05/22 **Graphic and Design** Freelance  
Creation of lookbooks and playbill, post-production and contouring of product photos.  
/ Photoshop /

## EDUCATION

- 09/23 – now **Master's Degree in Computer Science - Data Science & Machine Learning** University of Salerno (UNISA)  
The Master's degree course covers Data Analysis, Artificial Intelligence, Machine Learning, Deep Learning, NLP, LLM and many other innovative topics.
- 09/20 – 09/23 **Bachelor's Degree Computer Science (110 cum laude - Top Grade)** University of Salerno (UNISA)  
I gained basic skills in C and advanced expertise in Java, OOP, and software engineering, with studies in mathematics, networks, data structures, databases, algorithms, and AI fundamentals.
- 09/15 – 06/20 **Computer Science Diploma** IIS B. Focaccia  
During my training, I delved into the following programming languages: Pascal, Java, SQL, PHP, Python, HTML, CSS, JavaScript, AJAX and Bootstrap.

## ORGANIZATIONAL AND MANAGEMENT SKILLS

Proven solid skills in efficient project management and team coordination (in university projects) to achieve successful results while meeting assigned timelines and resources.

## RELATIONAL AND COMMUNICATION SKILLS

Skills acquired through teamwork with colleagues, supervisors, and direct clients. Developed skills in collaboration, effective communication, and relationship management in the professional setting.

## PROJECTS

- 10/23 – 02/24 **MiRA** **Capgemini - Enterprise Mobile Application Development (UNISA)**  
Mobile app that integrates an Artificial Intelligence model to identify and classify car damage resulting from road traffic accidents, automating CAI compilation and dispatch to stakeholders.  
*Awards:* 1 Technical Jury Award and Youth Jury Award, Salerno App Challenge.  
*Slides Presentation:* <https://docs.google.com/presentation/>  
/ Flutter / AI / Yolo / ComputerVision /
- 05/23 – 09/23 **TRACE** **Bachelor's Thesis (UNISA)**  
The TRACE tool, developed as part of my Bachelor's Thesis in Computer Science at the University of Salerno, is designed to analyze GitHub repositories, with the main purpose of calculating the Cultural Dispersion in a community of developers, using Machine Learning and GenAI.  
*Repository GitHub:* [github.com/cirovitale/trace](https://github.com/cirovitale/trace)  
/ React / JavaScript / Flask / AI / Machine Learning / GenAI /
- 11/22 – 01/23 **Raptor-AI** **Fundamentals of Artificial Intelligence (UNISA)**  
Creation of intelligent agents capable of competing against a human player in a simulated environment in Unity. The agents were trained using Reinforcement Learning techniques.  
*Awards:* FIA Nash Award, presented by Prof. Palomba.  
*Repository GitHub:* [github.com/OWNER/Raptor-AI](https://github.com/OWNER/Raptor-AI)  
/ Unity Hub / C# / MLAgents / PyTorch / TensorBoard /
- 02/20 – 01/21 **celafaremoitalia.it**  
Co-Founder and developer of the non-profit website [celafaremoitalia.it](https://celafaremoitalia.it) (online until Jan-2021), for clear and user-friendly visualization of data on Covid-19 trends in Italy and by regions with related graphs, News section, Q&A section, social media curation and more.  
*European #EUvsVirus Hackathon:* [devpost.com/software/celafaremoitalia](https://devpost.com/software/celafaremoitalia)  
/ WordPress / php / Hackathon /

## CERTIFICATES

2021	<b>C1 CEFR - Certificate in ESOL INTERNATIONAL</b>	<b>BIEB</b>
2020	<b>EIPASS Web</b>	<b>EIPASS</b>
2019	<b>Introduction to IoT</b>	<b>CISCO</b>
2018	<b>Studiare il Lavoro</b>	<b>INAIL</b>
2018	<b>Business Oriented English</b>	<b>WORKAHOLIC</b>
2018	<b>EIPASS 7 Moduli User</b>	<b>EIPASS</b>

## LANGUAGES

**Italiano** - native  
**Inglese** - C1

## HOBBIES

Football, Taekwondo, Chess, VideoGames.