

Davide Rizzo

daviderizzo.dev

Computer Engineer | MSc in AI & Human-Centered Computing

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Professional Summary

Computer Engineering graduate (105/110) pursuing MSc in **Artificial Intelligence & Human-Centered Computing** at University of Genoa. Built production-grade Android marketplace with LLM integration (OpenAI API, Firebase) as Bachelor's thesis. Hands-on experience with **Python (scikit-learn, pandas, NumPy)** and SQL; complementary expertise in **MATLAB/Simulink** for control systems modeling.

Education

Master's Degree in Computer Engineering Artificial Intelligence & Human-Centered Computing @ University of Genoa	Sep 2025 – Present (Expected Jul 2027) Genoa, Italy
Bachelor's Degree in Computer Engineering 105/110 Thesis: <i>CarSpot</i> , Android AI-assisted car marketplace (see Projects) @ University of Genoa	Sep 2022 – Sep 2025 Genoa, Italy
IT Technician Diploma @ IIS Calvino	Sep 2017 – Jun 2022 Genoa, Italy

Relevant Coursework

MSc in AI & HCC (ongoing) Machine Learning · Deep Learning · Operations Research · Automated Reasoning · Human-Computer Interaction · Data Management	BSc in Computer Engineering Control Systems · Algorithms & Data Structures · Computer Networks · System Design · Embedded Systems · Databases
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Projects

CarSpot: Android AI-Assisted Car Marketplace GitHub Bachelor's Thesis @ University of Genoa - Architected full-stack Android marketplace with LLM-powered AI assistant, processing 500+ conversational queries during testing phase via OpenAI API with custom prompt engineering for vehicle-domain context. - Engineered real-time data pipeline on Firebase (Auth, Firestore, Cloud Storage) achieving <300ms median query latency through indexed collections and pagination; supports concurrent multi-user listings. Stack: Kotlin, Android Studio, Firebase (Auth / Firestore / Storage), OpenAI API	May 2025 – Sep 2025 Genoa, Italy
2D Strategic Game GitHub University of Genoa - Engineered turn-based 2D strategy game in C++ (Unreal Engine 5) with two bot behaviors with minimax decision logic. - Designed interactive UI with 2 unit types. Project graded full marks. Stack: C++, Unreal Engine 5, Visual Studio 2022	Jan 2025 – Apr 2025 Genoa, Italy

PDP Web Application

Jan 2022 – Jun 2022 | Genoa, Italy

IIS Calvino, School Collaboration

- Built web platform adopted by IIS Calvino staff, **digitizing PDP workflows for 50+ students** and reducing paper-based bureaucracy for families and educators.

Stack: HTML, CSS, JavaScript, PHP, MySQL

Experience

Web Developer

Nova42

Nov 2021 – Nov 2022 | Rome, Italy

- Developed company website (nova42.app), shipping **5–7 production pages** over **12 months**.
- Built responsive front-end (HTML/CSS/JavaScript) and PHP back-end;

Dema Turismo Servizi

Nov 2024 – Present | Genoa, Italy

- Designed and deployed multilingual tourism platform (dematurismoservizi.it) with **15+ pages across 5 languages** (IT/EN/FR/ES/DE), serving **500–2,000 monthly visitors**.
- Built integrated audio-guide system distributing **300+ audio assets** to international tourists; handled full stack from front-end to deployment.

Skills

Data & ML:	Python (pandas, NumPy, scikit-learn), SQL, OpenAI API
Engineering & Infrastructure:	Git / GitHub, Docker, Firebase (Auth / Firestore / Storage)
Systems & Control:	MATLAB, Simulink, control systems modeling, embedded programming
Mobile & Web:	Android (Kotlin), HTML/CSS/JavaScript, MySQL
Other:	Unreal Engine 5 (C++ game dev), Android Studio, Visual Studio

Languages

Italian:	Native
English:	B2 Level

Certifications

- Cybersecurity Essentials, Cisco Networking Academy Scholarship (2022)
- University Certificate B2 English Level, University of Genoa (2025)