Gabriele Granzotto

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in Gabriele Granzotto   ⊙ GabrieleGranzotto

Summary

As a Master's student in Data Science and Artificial Intelligence at the University of Trieste, I am deeply passionate about technology, computer science, and AI. I thrive on curiosity and have a strong desire to continuously expand my knowledge. Known for my strong work ethic, I excel in both individual tasks and collaborative team environments, with a knack for solving complex challenges. Beyond academics, my interests span art, philosophy, and an array of games—from chess to video games—feeding my creative and strategic thinking.

Education

MS Trieste University, Data Science and Artificial Intelligence   Sep. 2024 to Current

- **Location:** Trieste, Friuli-Venezia Giulia, Italy.
- **Website:** dsai.units.it
- **Coursework:** Statistical Methods, High Performance Computing, Cloud Computing, Machine Learning Operation.

BS Trieste University, Artificial Intelligence and Data Analytics   Sep. 2021 to Oct. 2024

- **Location:** Trieste, Friuli-Venezia Giulia, Italy.
- **Website:** ai.units.it
- **Coursework:** Mathematical Analysis, Software Foundations, Computer Architecture, Algorithms, Statistical Inference, Data Analysis, Artificial Intelligence, Machine Learning, Numerical Methods, Optimization Algorithms, Dynamical Systems.

HS ISISS G. D'Annunzio, High School   Sep. 2010 to Aug. 2015

- **Final Grade:** 82/100
- **Adress:** Via Italico Brass, 22, 34170 Gorizia GO.
- **Website:** dannunzio-fabiani.it

Projects

Website Portfolio   Apr. 2024

- Created a website portfolio totally from scratch, to contain Informations, Projects and Articles about my interests.
- Used HTML and CSS.
- **Website:** gabrielegranzotto.github.io

Data Analysis   Jul. 2023

- Made a Data Analysis of the dataset "Automobile".
- Used R.
- Made with Cristiano Baldassi, Sara Trabucco and Davide Zorzetto
- **Link:** Dataset Report

Database   Jul. 2023

- Design a Database project for storing Video Game Saves.
- Used MySQL.
- **Link:** Database Project

Machine Learning Methods Gen. 2024

- Implemented from scratch simplest Machine Learning methods like PCA, K-means, Random Forest and Naive Bayes.
- Used Python and Python Library Numpy .
- **Link:** github.com/GabrieleGranzotto/ML_from_scratch

Language Skills

Mother Tongue: Italian

Other Language: English B2

Digital Skills

Operative Systems: Windows, Linux

Proficient Languages: C, Python, R, HTML, CSS, Markdown

Experienced Languages: Matlab, C#, Bash, SQL, LaTeX

Familiar Languages: Assembly, Fortran, Pascal, JavaScript

Frameworks and Libraries: Numpy, Scipy, Scikit-Learn, Pytorch, Matplotlib, Seaborn, GGplot2, Tidyverse, Jquery

Software and Tools: Visual Studio Code, R Studio, AutoCAD, Unity Game Engine, Office Suite, Git, Docker

Additional Experience

Astronomical Observatory: Took a course at the CCAF astronomy club.

Youth entertainer: Summer camp instructor for teens and children. Animated children's parties for free for the local church.

Blood Donor: 2014 to the present.