

VITTORIO PIO REMIGIO COZZOLI

Student

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📍 Milan, Italy

🌐 Vittorio Pio Remigio Cozzoli

PERSONAL PROFILE

I am a college student with an educational background full of very heterogeneous experiences, both pragmatical and theoretical ones, which allowed me to put into practice the skills I acquired during my years of education.

Engineeringly speaking, my main interests are mathematical and biological applications of high performance computers.

EDUCATION

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| 2024 - present | EUMaster4HPC European Double Degree programme for Master's degree in High Performance Computing Engineering and Computational Science. | |
| 2024 - present | Politecnico di Milano Master's degree in High Performance Computing Engineering. | |
| 2024 - present | Università della Svizzera Italiana Master's degree in Computational Science. | |
| 2021 - 2024 | Politecnico di Milano Bachelor's degree in Engineering Of Computing Systems. | |
| 2016 - 2021 | Technical Economic Institute "Angelo Fraccacreta" High School Diploma as accountant programmer. | 100/100 cum laude |
| 2013 - 2016 | Middle School "Giovanni Palmieri" Middle School Diploma. | 10/10 cum laude |

PROJECTS AND EXTRA-CURRICULA ACTIVITIES

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| 2024 | Machine Learning for drug-target interaction estimation in Drug Discovery: from replication to data integration analysis Research project concerning the retraining of GenScore, a convolutional neural network designed to calculate the affinity degree (score) between a protein (or a protein pocket) and a ligand with a different dataset. Article of the research | Repo link |
| 2024 | High-Performance data and graphs analytics University extracurricular course, in partnership with Oracle Labs, aiming to teach students how to analyze large-scale graphs. Participants apply graph analysis to real-world scenarios and open problems in the world of academic research, focusing on advanced graph machine learning and querying techniques. | |
| 2024 | Quantum Computing: a practical perspective University extracurricular course focusing on quantum computing algorithm design and analysis, addressing current limitations and noise issues. Dealing with real quantum computers via cloud services, students tackle real-world use cases with a focus on error mitigation and optimization frameworks. | |
| 2024 | Software Engineering project Project regarding the creation from scratch of the board game called "Codex Naturalis". | |
| 2024 | Digital Circuits project Project concerning the creation of a hardware component that solves an assigned problem according to a particular specification. <u>Final grade:</u> 30/30 cum laude. | |
| 2024 | Git For Version Control University extracurricular course about Git, the most known version control distributed software. | |

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| 2024 | Bioinformatics Algorithms University extracurricular course aiming to equip students with the computational skills to solve problems in biomolecular research contexts. It explores algorithms for designing sequences, trees, and graphs, used to tackle real-world challenges in bioinformatics. |
| 2023 | Algorithms and Principles of Computer Science project Repo link Project concerning the use of advanced algorithms and data structures for the purpose of solving an assigned problem in the lowest possible temporal and spatial complexity. <u>Final grade: 30/30 cum laude.</u> |
| 2022 | "Mezzi Trasmissivi Competition" - 5th Edition <i>Ranked fifth out of two hundred</i> in a contest aiming to test students' understanding of advanced topics in electromagnetism and information transmission in order to solve real-world problems, such as optimizing communication networks and designing efficient transmission systems. |
| 2020 | "Visionary Days - QualeFuturo" Hackathon Marathon Results Member, among only 400 selected throughout whole Italy, of the extraordinary edition of "Visionary Days - QualeFuturo", Web Marathon announced by the Italian Government in collaboration with the QualeFuturo institution, aiming at the creation of a Digital Table to search for proposals and solutions to economic and social problems due to the state of contingency caused by the Coronavirus pandemic. |
| 2020 | "Premio Scuola Digitale" <i>First place</i> at the provincial phase of a national contest announced by the Italian Education Ministry regarding digital, technical, technological and entrepreneurial innovation. <i>Second place</i> at the regional phase. |
| 2018 | "Futura Roma" Hackathon <i>Second place</i> at the "Futura Roma" Hackathon (Rome, Venice Palace), a competition announced by the Education Ministry regarding school and educational innovation. |
| 2018 | "Global Young7" Hackathon <i>Winner</i> of the local Global Young7 hackathon, a G7 simulation formed by groups of high school students representing the world's seven greatest economic powers. |
| 2018 | Erasmus+: "Jobs at risk of disappearance" Member of the European intercultural exchange project that took place at "ITES A. Fraccacreta" in San Severo, Italy. |
| 2017 | Maker Faire Rome - The European Edition <i>Winner</i> of the "Maker of Merit" Award as the best Engineering Project exhibited at the European Technology Fair "Maker Faire Rome", 2017 Edition. |
| 2017 | Erasmus+: "Culture Enriched With Migration" Member of the European intercultural exchange project that took place at "IES Padre Moret-Irubide" in Pamplona, Spain. |

SOCIAL COMMITMENT AND VOLUNTEERING

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| 2021 | Certificate of esteem and gratitude from the city of San Severo (Apulia, Italy) for demonstrating civic sense and interest in the common good of the city. |
| 2018 - 2021 | Member of a youth party that aimed at assisting both politically and socially its territorial reality. |

LANGUAGE SKILLS

Italian - Native | **English** - FCE (B2 First) | **French** - DELF B2