

Samuele Dell'Erba

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EDUCATION

B.Sc. in Computer Engineering, University of Florence

Sep 2023 – Jul 2026

GPA: 30/30 with honors.

Core Coursework: Algorithms & Data Structures, Theoretical CS, Operating Systems, Calculus & Linear Algebra, Probability & Statistics.

École 42 Firenze

Oct 2023 – Jul 2026

Peer-to-peer coding curriculum centered on collaborative problem-solving and self-directed learning. *Pursued strictly in parallel with University studies.*

· RNCP-7 Specialization (Aug 2025 – Jul 2026): EQF Level 7 Professional Certification. Advanced track in Data & AI.

· Software Engineering Common Core (Oct 2023 – Aug 2025): Focused on low-level C/C++, Unix System Programming, Concurrency, and memory management. *First student of the cohort to complete the curriculum.*

Scientific High School Diploma, Liceo Scientifico L. da Vinci, Florence

Sep 2018 – Jul 2023

Final Grade: 100/100.

RESEARCH EXPERIENCE

Student Researcher — MICC (Media Integration and Communication Center), University of Florence. Supervisor: Prof. Andrew D. Bagdanov.

Sep 2025 – Nov 2025

Conducted research on a training-free method leveraging Optimization-based Visual Inversion (OVI) to replace diffusion priors in text-to-image models.

Technical Report: *Training-Free Diffusion Priors for Text-to-Image Generation via Optimization-based Visual Inversion* (2025). S. Dell'Erba, A. D. Bagdanov.

Preprint available on arXiv.

PROFESSIONAL EXPERIENCE

AI Developer — NYOUS (news aggregation startup)

Apr 2025 – Present

Design and implementation of AI pipelines for news summarization, audio generation, and avatar-based video news anchors. Engineered the Avatar subsystem, focusing on audio-driven lip sync and body animation.

HONORS & AWARDS

Selected for 42 Global Games, Paris

Oct 2025

Chosen as one of the top 4 students to represent 42 Firenze, based on technical scores and community engagement. *Granted full travel and accommodation funding.*

Best Idea Award — Hack Attack Hackathon (Nana Bianca × 42)

Jul 2024

Awarded for designing a noise-pollution awareness social network where captured photos are algorithmically distorted in real-time based on ambient decibel levels.

Carta del Merito

Jan 2024

Monetary award granted by the Italian Ministry of Education and Merit to students achieving the maximum score (100/100) in the national high school leaving examination (*Esame di Stato*).

LEADERSHIP, ACADEMIC SERVICE & VOLUNTEERING

Student Board Member , European University for Well-Being (EUniWell) Elected to represent the University of Florence within the alliance, focusing on social well-being and environmental sustainability. Appointed as Grant Reviewer for the Seed Funding Programme, evaluating international project proposals based on scientific merit, feasibility and funding eligibility.	<i>Oct 2025 – Present</i>
Elected Course Representative , University of Florence Representative for Computer Engineering & AI programs. Member of the Teaching and Learning Center Working Group, organizing institutional events on Academic Quality Assurance.	<i>May 2025 – Present</i>
Mentor & Admissions Support , École 42 Firenze Selected to guide candidates during multiple <i>Piscine</i> (4-week intensive selection bootcamps).	<i>Jul 2025 – Present</i>
Piano Teacher (Volunteering) , Centro Internazionale Studenti Giorgio La Pira Teaching piano by ear (in English/French) to international students.	<i>Jul 2025 – Present</i>

SELECTED TECHNICAL PROJECTS

Systems Programming	Re-implemented standard library functions and built systems in C/C++: <ul style="list-style-type: none">· Unix Shell (process control, signals, manual memory management);· Ray-Tracer (linear algebra engine, Phong illumination, multi-spot lighting using a minimal graphics library restricted to single-pixel manipulation);· IRC Server (non-blocking TCP/IP sockets, I/O multiplexing).
Distributed Systems Engineering	Microservices Full-stack Platform: Engineered a scalable web app using Docker & Kubernetes, integrating Redis for caching and Grafana/Prometheus for monitoring. Implemented OAuth2/2FA and real-time WebSockets for the PvP game engine.
AI & ML	Logistic Regression & Data Analysis: Built a multi-class classifier (One-vs-All) purely in Python/NumPy (no high-level ML libraries), leveraging Batch and Stochastic Gradient Descent with Cross-Entropy Loss. Developed a custom statistical and visualization toolkit to analyze feature correlations.

TECHNICAL SKILLS

Languages	C, C++, Python, Rust, Assembly, C#, SQL, JavaScript, Bash
AI & ML	Computer Vision, Diffusion Models, PyTorch, NumPy, Pandas.
Backend & DevOps	Django, Docker, Kubernetes, Microservices, Git, Linux, Makefiles.
Other	Unity, MATLAB/Octave, LaTeX.

LANGUAGES & INTERESTS

Languages	Italian (Native), English (C1, IELTS 7.5), French (B2)
Interests	Piano & Composition (<i>perfect pitch</i>), Chess