

ALESSIO FORGIONE

DEVELOPER · CS STUDENT

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PROFILE

Computer Science student (BSc, L-31) at the University of Salerno with full-stack experience across university and personal projects: Android apps in Kotlin, web applications in Java and AI systems in Python. I learn new technologies on my own (SmartClosetAI, for example, was built from scratch). After graduating I plan to continue with a Master's in Computer Science on the Cybersecurity track, and I am open to developer opportunities in a structured team.

EDUCATION

BSc in Computer Science (L-31) — University of Salerno

09/2023 – expected 2027

- Relevant courses: Web Technologies and Software, Software Engineering, Artificial Intelligence, Mobile Programming.
- Internship and thesis (in progress): bias elicitation in text-to-image models through iterative red-teaming. Supervisor: Prof. F. Palomba.

High School Diploma — Scientific Lyceum, Applied Sciences track

2018 – 2023

Istituto Superiore F. De Sanctis, Sant'Angelo dei Lombardi (AV)

TECHNICAL SKILLS

LANGUAGES

Kotlin	■ ■ ■ ■ ■
Java	■ ■ ■ ■ ■
Python	■ ■ ■ ■ ■
SQL	■ ■ ■ ■ ■
JavaScript	■ ■ ■ ■ ■

AI / DATA

PyTorch	■ ■ ■ ■ ■
CLIP	■ ■ ■ ■ ■
Jupyter	■ ■ ■ ■ ■

GRAPHICS

Photoshop	■ ■ ■ ■ ■
Illustrator	■ ■ ■ ■ ■

MOBILE

Jetpack Compose	■ ■ ■ ■ ■
Hilt	■ ■ ■ ■ ■
Coroutines & Flow	■ ■ ■ ■ ■
ML Kit	■ ■ ■ ■ ■

DATABASES

MySQL	■ ■ ■ ■ ■
Firebase	■ ■ ■ ■ ■

METHODOLOGIES

OOP (Java/Kotlin), MVC, DAO pattern, Git workflow

WEB

Java Servlet/JSP	■ ■ ■ ■ ■
HTML/CSS	■ ■ ■ ■ ■
React	■ ■ ■ ■ ■
TailwindCSS	■ ■ ■ ■ ■
FastAPI	■ ■ ■ ■ ■

TOOLS

Git/GitHub	■ ■ ■ ■ ■
Android Studio	■ ■ ■ ■ ■
Maven	■ ■ ■ ■ ■
Docker	■ ■ ■ ■ ■

LANGUAGES

LANGUAGE	LISTENING	READING	SPOKEN INTERACTION	SPOKEN PRODUCTION	WRITING
English	B2	C1	B1	B1	B2
Italian	Native speaker				

My English is backed by daily use of technical documentation, tutorials and resources for learning languages and frameworks, by writing my projects' READMEs in English, and by regularly watching content in its original language.

PROJECTS

SmartClosetAI — outfit recommender

Personal, solo

Suggests outfits based on the user's wardrobe, the weather and their skin undertone, using deep learning to score garment compatibility.

[Python](#) · [PyTorch](#) · [CLIP](#) · [FastAPI](#) · [React](#) · [Docker](#) — github.com/aleforg/SmartClosetAI

Drape — Android wardrobe app

UniSa contest, team of 2

Organises clothes and outfits, with image segmentation via ML Kit. My role: backend (data architecture, repositories, Firebase).

[Kotlin](#) · [Jetpack Compose](#) · [Hilt](#) · [Firebase](#) · [ML Kit](#) — github.com/aleforg/drape

Orologi D'Autore — e-commerce

Web Technologies exam

Catalogue, cart, PayPal payments and admin dashboard. My role: most of the backend.

[Java Servlet/JSP](#) · [MySQL](#) · [JavaScript](#) · [AJAX](#) · [Maven](#) · [Tomcat](#) · [MVC + DAO](#) — github.com/aleforg/orologidautore

ResQPet — animal rescue platform

Software Eng. & AI exams

Dart/Flutter app with an AI module. Software Engineering: documentation, UI/UX and final presentation (github.com/GuidaStefano/ResQPet). Artificial Intelligence: development of the collar detector (github.com/GrandeVx/ResQPet).

[Dart](#) · [Flutter](#) · [Firebase](#) · [Python](#)

SOFT SKILLS

Interpersonal and communication

Teamwork: on Drape (team of 2) I agreed the backend/frontend split and handled integration, coordinating through Git.

Technical communication: on ResQPet (Software Engineering) I was responsible for the documentation and the final presentation to the evaluation panel.

Organisational

Autonomy: I built SmartClosetAI on my own, choosing the technologies and documenting it in English.

Time management: I balance projects, deadlines and exams by planning deliveries ahead.

Strategic thinking: I weigh scenarios and plan ahead, a habit sharpened by chess.

Discipline: three years of karate taught me steady commitment and self-control.

OTHER EXPERIENCE

Video editor

2023 – 2024

Occasional video editing work alongside an industry acquaintance; earlier, edited a short film as a high-school project. DaVinci Resolve.

INTERESTS

Chess — online play and amateur tournaments; strategic planning.

Karate — 3 years; discipline and self-control.

Basketball — casual games with friends; team sport.