Florindo Zecconi

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Education

BS   **Università degli Studi di Napoli Federico II**, Computer Science   Sept 2022 – Sept 2025

- **Grade** : 110/110 , GPA 4.0
- **Scholarships :** Awarded ADISURC Scholarships which is given to promising students in CS Dept

Experience

Università degli Studi di Napoli Federico II, Software Engineer Intern

Naples, Italy
May 2025 – Jul 2025
⌂ Github ↗

- Internship at PRISMA Lab on VR-based robotic arm control and data recording.
- Implemented ROS2 nodes to stream VR headset/controller data to NVIDIA Isaac Sim.
- Integrated inverse kinematics for KUKA LBR iiwa and developed trajectory recording tools.
- **Technologies:** Python, C++, ROS 2, Isaac Sim, OpenVR, SteamVR, ALVR.

Projects

RacingDNA - Formula 1 Driving Style Analysis with VAE & Clustering

Dec 2025 – Feb 2026
⌂ Github ↗
🤗 Hugging Face ↗

- Engineered an end-to-end ML pipeline ingesting and sanitizing 2024/2025 Race & Qualifying telemetry, implementing robust signal processing (G-force hysteresis, geofencing) to extract 1.1M+ cornering samples for behavioral modeling.
- Architected a deep Variational Autoencoder (VAE), compressing high-dimensional telemetry (356D) into a latent space (32D) to enable efficient downstream clustering and visualization.
- Operationalized unsupervised learning algorithms (K-Means) on latent embeddings to automatically categorize driving archetypes..
- **Tech Stack:** Python, PyTorch, NumPy, Pandas, Scikit-learn, Hugging Face Hub, Git.

UninaEstates25 – Real Estate Management Platform (Immobiliare.it Clone)

Dec 2024 – Jul 2025
⌂ Github ↗

- Real estate service management project with a scalable micro-service architecture.
- Developed a cross-platform Flutter frontend and modular backend with API Gateway and PostgreSQL.
- Added secure communication, async messaging, and containerized deployment for scalability.
- **Technologies:** Dart, Flutter, Java, PostgreSQL, RabbitMQ, JWT, Docker, Azure, Git

MemeMuseum – Fullstack Meme Sharing & Voting App

May 2025 – Jun 2025
⌂ Github ↗

- Developed a fullstack web platform enabling users to upload memes, vote, comment, and tag content.
- Integrated user authentication, profile pages, image storage, and search functionality; Dockerized setup for local development.
- **Technologies:** JavaScript, TypeScript, Angular, Node.js, PostgreSQL, Sequelize, Docker, JWT, Git, google bucket.

Algorithms and Data Structures Lab

May 2024 – Jul 2024
Github

- Built performant data structure libraries in C++, including: Hash Tables, Iterator, BST, Binary Tree, Stack, Queue, List, Vector. Emphasized clean architecture and unit-testability.
- **Technologies:** C++, CMake.

WirelessPhone - Multithreading and Multiprocessing Game

Jan 2025 – Feb 2025
Github

- Developed a high-performance client-server game in C using TCP sockets, multi-threading, and multiprocessing.
- Ensured process synchronization with POSIX primitives (signals, mutexes, condition variables); fully containerized for deployment.
- **Technologies:** C, POSIX, TCP Sockets, Docker, PostgreSQL, CMake, Git..