



Davide Palmieri

Date of birth:

Nationality:

CONTACT



WORK EXPERIENCE

9/2019 – CURRENT Bari and Genova

PRIVATE MATHEMATICS TUTOR

1. Tutoring university students in private sessions in order to prepare the mathematics exam.
2. Organizing group lessons with students sharing same objectives.
3. Teaching students struggling with DSA.

EDUCATION AND TRAINING

10/2021 – CURRENT Genova, Italy

MASTER DEGREE IN BIOENGINEERING University of Genoa

I'm currently working on my master thesis in the neuromorphic field. The aim of the project is to develop both a computational and a neuromorphic model that implement a representation of the peripersonal visual space.

Website <https://unige.it> | Field of study Neuroegnineering

9/2018 – 10/2021 Bari, Italy

BACHELOR DEGREE IN COMPUTER SCIENCE AND AUTOMATION ENGINEERING Politecnico di Bari

1. Basic programming skills in MATLAB, Java, SQL, HTML, JavaScript and XML.
2. Basic knowledge in eelectronics, automation and telecommunication.
3. Being able to fulfill the needed documentation in a software engineering project.

Website <http://www.poliba.it> | Field of study Computer Science Engineering | Final grade 104 | Thesis Gain-scheduling of parameters of fractional order controllers for non linear systems

9/2013 – 6/2018 Bari, Italy

HIGH SCHOOL DIPLOMA Liceo Scientifico Enrico Fermi

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

Other language(s):

English

Listening B2

Reading B2

Writing B2

Spoken production B2

Spoken interaction B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

c# with unity3d | Microsoft Office | Visual Studio - Visual basic | Linux (Terminal Commands, Bash/Shell)

TECHNICAL SKILLS

Python Language - Basic knowledge | Mathlab&Simulink | Google drive/gmail | Microsoft Word

ADDITIONAL INFORMATION

Projects

5/2022 – 7/2022

Analysis of intracortical EEG data Project of the course Neural Signal Analyses. The aim was to compare the neural activity in the motor area between healthy rats and rats with a lesion within that area by performing a Post Stimulus Time Histogram (PSTH) analysis on Matlab.

3/2023 – 5/2023

Hand tracking for virtual reality Project of the course Software Technologies for Human Computer Interactions. The aim was to develop an hand reaching task on Unity for the Oculus Quest 2 in order to test the hand tracker of the headset.

1/2023 – 2/2023

Implementation of the FitzHugh-Nagumo model Project of the course Computational Neuroscience. The goal was to develop a Matlab script in order to simulate the FitzHugh-Nagumo neural model and compare it with the one of Hodgkin-Huxley with different stimulations.

6/2022 – 7/2022

Eye tracking for virtual reality The aim was to develop a visual reaching task on Unity for the VR headset HTC Vive Pro in which the stimulus changes its location with the eye saccades and collect data from the headset eye tracker.