Leonardo Proietti
Computer Engineering | AI & Intelligent Systems Specialist
+39 3896383154 | leonardoproietti13@gmail.com
Terni, Italy

SUMMARY

Driven Master's candidate in Computer Engineering with a specialization in Artificial Intelligence and Intelligent Systems. Solid expertise in Deep Learning, Computer Vision and Reinforcement Learning. Proven track record in developing predictive models and implementing state-of-the-art AI architectures (CNNs, Transformers, Reinforcement learning agents, RAG chatbots, Diffusion Models).
Earned a B.S. in Computer and Electronic Engineering from "Università degli Studi di Perugia" (2024), preceded by a Scientific Diploma from "Liceo Scientifico Renato Donatelli" in Terni (2019).

EDUCATION

Master of Science (Laurea Magistrale) in Computer Engineering – Artificial Intelligence and Automation Engineering – curriculum Intelligent Systems
Università degli Studi di Siena, Siena, Italy
October 2024 – October 2026

- **Master's Thesis:** Adversarial Examples and Semantic Features: Robustness Analysis of Deep Learning Models Trained via Adversarial Training
- **Key Coursework:** Machine Learning, Artificial Intelligence, Big Data, Advanced Machine Learning, Dynamic Programming and Reinforcement Learning, Digital Image Processing, High Performance Computer Architecture, Cybersecurity.

Bachelor of Science (Laurea Triennale) in Computer and Electronic Engineering – curriculum Computer Engineering
Università degli Studi di Perugia, Perugia, Italy
September 2019 – April 2024

- **Thesis Title:** *"Analysis and Mitigation Strategies for Ransomware Cyber Threats"*
- **Key Focus:** Software architecture, algorithms, and data structures

TECHNICAL SKILLS

- **AI & ML Frameworks:** PyTorch, TorchVision, Ultralytics, Langchain, Gymnasium.
- **Programming:** Python (Advanced), Java, C/C++, SQL.
- **Data Analysis:** Pandas, NumPy, Matplotlib.

- **Tools:** Github, MATLAB.
- **Languages:** Italian (Native), English (B2 level)

ACADEMIC PROJECTS

- **Developed a smart agent for Snake game using Double Deep Q-Network algorithm** (January 2026)

- **Running an adversarial attack using a diffusion model to fool a Yolo model** (March 2026)

- **Implementation of a RAG chatbot in Python** (February 2026)

- **Engineered a Python project to implement and analyse the difference of performance between Apriori and Toivonen algorithm for Market Basket Analysis dataset** (September 2025)

- **Engineered a Python model for license plate detection and reading** (February 2025)

- **Developed a Head Soccer-like game in Java** (June 2023)