

MATTEO GIORGETTI

Madrid, Spain / Milan, Italy

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SUMMARY

Addicted to technology and innovation, I design and build AI, robotics, game development, and mobile app projects that bridge creativity with engineering. As an OpenAI Codex Ambassador, I work and explore with agentic coding workflows. Experienced in Python, Unreal Engine, and Android development. Explore more of my work at mgiorgetti.com.

EDUCATION

IE university

Bachelor in Computer Science and Artificial Intelligence 4 years

- GPA: 9.2

Madrid, Spain

Graduating: 05/2028

H-FARM International School

International Baccalaureate

- IB final grade: 40
- Subjects: Math AA HL, CS HL, Business HL, Physics SL, Italian A Lit SL, English B SL.
- Math IA and EE exploring AI: IA on neural network math, EE on optimal network size.

Roncade, Italy

Graduated: 05/2024

WORK EXPERIENCE

- **Research Assistant** – Madrid, Spain, IE University AI & Robotics Lab, 2024 - Present –
Initially volunteered while developing VictorIA, later promoted to official intern. Led the MOSAIC project, designing a low-cost, multi-projector visualization system for robotics research. Collaborated with and assisted fellow researchers in implementing and troubleshooting their AI and robotics projects.
 - **Automation of donation classification for non-profit Dottor Sorriso** – Milan, Italy, 03/2023 - 02/2025 –
Developed an automation system in Python leveraging the OpenAI API to extract donor names from more than 1,000 inconsistent donation records, automatically updating the organization's database.
Reduced manual data entry by 90%, saving the team an estimated 40 hours of administrative work per month.
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PROJECTS

- **MOSAIC** – 2025 - Present – *ROS 2, OptiTrack, System Design, TouchDesigner*
A modular, low-cost multi-projector system enabling synchronized visual output across large lab surfaces. Built using TouchDesigner and NDI with four projectors, creating interactive demos like a real-space football game using the OptiTrack system.
Currently extending it into a swarm display to visualize live robot data directly on the floor for intuitive debugging and spatial awareness.
- **Neural Noir** — *AI-driven narrative game — Unreal Engine 5, Python, Google Gemini*
LLM outputs generate characters, items, and plot in real time. AI content is routed safely into UE5 game state to enable branching and replayable stories.

- **VictorIA** — *Connect-4 robotic arm* — *OpenCV, Python, robotics*
Computer vision reads board state. A strategy engine selects moves. An end effector places tokens. Closed the perception to decision to action loop with live feedback.
 - **HoloVinyl** — *computer vision and HCI* — *OpenCV, hand tracking, Python, Machine Learning, YOLO, ML, AI*
Links physical objects to songs. Gesture control enables an engaging and personal way to trigger and explore music.
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COMPETITIONS

- **Tech Venture Bootcamp** – Madrid, 10/2024 – *Won the People’s Choice Award*
Developed Budget Buddy, an AI-powered money management chatbot that helps users optimize spending habits.
 - **Gemini Competition** – 05/2024 - 08/2024 –
Created Neural Noir, a game integrating Unreal Engine and Python that uses Gemini AI to generate infinite murder mystery stories with custom characters and items.
 - **Unreal Engine game jams** – 2019 - 2021 –
Participated in official Unreal Engine game jams hosted by Epic Games, enhancing skills in game development and collaboration in competitive programming environments.
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CO-CURRICULAR AND EXTRACURRICULAR ACTIVITIES

- **OpenAI Codex Ambassador** – 2025 - Present –
Selected as an OpenAI Codex Ambassador (top 5% of applicants). Contribute to community initiatives, promote advanced AI tooling, and support developers in leveraging Codex for real-world projects.
 - **Google Developer Students Club** – IE University, 2024 - Present –
Started as a *Tech Guru*, actively contributing to tech workshops and projects. Now promoted to club lead.
 - **Teaching the elderly how to use technology** – Roncade, Italy, 01/2023 - 03/2023 –
Volunteered to educate 30+ elderly individuals on utilizing technology, specifically mobile phones and navigating complex Italian websites. Enhanced explanation skills and teamwork in managing volunteers for effective learning sessions.
 - **Math club Co-organizer & Tutor** – 2022 - 2023 – Co-founded the Math Club at H-Farm
 - **IE Day Volunteering** – Assisted in organizing and supporting university events.
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ADDITIONAL INFORMATION

- **Computer Skills** – Expertise in Software Development and Building Systems. Advanced programming skills in Python and intermediate in Java. Experienced in machine learning and AI model training, including neural networks, computer vision – OpenCV, PyTorch, and TensorFlow –, and robotics via Python APIs. Proficient in mobile app development for Android and game creation with Unreal Engine 4 & 5.
 - **Hobbies** – Passionate about gaming, advanced mathematics, participated in sailing and competitive skiing, achieving significant milestones in both sports.
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LANGUAGES

- **Italian** – Native –, **English** – Native –, **Spanish** – Intermediate–, **French** – Basic –