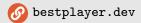
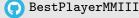
Manuel **Maiuolo**

MSc Artificial Intelligence Student







in Manuel Maiuolo

Personal

Manuel Maiuolo Nationality: Italian Date of Birth: August 26, 2003

About me

Highly motivated and detail-oriented Computer Science and Engineering graduate with a passion for technology, programming, and teamwork. Awarded for academic excellence and experienced in peer-to-peer tutoring and programming. Enthusiastic about solving problems and contributing to

Areas of specialization

impactful projects.

· Software Development and Programming · Peer-to-Peer Education

Interests

· Programming and Game Development · Hackatons and Workshops · Quantum Computing • Artificial Intelligence • Mathematics and Physics · Music

Soft Skills

Team collaboration and leadership through sports (Rugby Tradate) and high school events. Strong communication skills developed through tutoring and guiding roles. Proven organizational abilities in managing projects and academic goals. Studied piano and clarinet at "Tito Nicora" Academy, Castiglione Olona (2011-2017).

Curriculum

July 2025

First Commit - Software Engineering Challenge

PARTICIPANT · Bending Spoons HQ - Milan, Italy

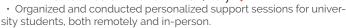


- · Took ownership of an unfamiliar codebase from a simulated acquisition, analyzing its structure, fixing bugs, and shipping new features under tight deadlines.
- Strengthened skills in problem-solving, code navigation, feature development, debugging, and prioritization in ambiguous scenarios.
- · Gained hands-on experience in balancing trade-offs, making product decisions, and delivering high-quality solutions quickly.

2023-2024

Peer-to-Peer Tutor

Tutor · Politecnico di Milano – Milan, Italy 🎈



· Strengthened the academic foundation of Computer Science Engineering students through clear explanations and guidance.

2022-Ongoing

Independent Game Developer

FOUNDER - BESTPLAYERS COMPANY · Italy

· Designed, developed in Unity, and published "Pin", an indie puzzle game on Android (Play Store).



2019-2020

Tour Guide and Animator

VOLUNTEER · Castiglione Olona, Italy 🞈

· "Collegiate" Museum: Guided museum tours, explaining artwork and history to visitors. Managed bookings and handled accounting tasks.

· Oratory: Organized and managed educational and recreational activities for children aged 11-13.



EDUCATION AND ACADEMIC ACHIEVEMENTS

2025 - Ongoing

MSc in Artificial Intelligence

STUDENT · Politecnico di Milano – Milan, Italy

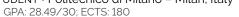
· GPA: N/A; ECTS: 0



2022 - July 2025

BSc in Computer Science Engineering

STUDENT · Politecnico di Milano – Milan, Italy



- · Key Achievement: "Migliori Matricole Fondo Giovani" Award for academic excellence.
- · Completed "Quantum Information Processing 101" and "Version Control con Git" (Passion in Action Programs).

2017 - 2022

High School Diploma

SCIENTIFIC HIGH SCHOOL - APPLIED SCIENCES OPTION · I.I.S. "Ludovico Geymonat" – Tradate, Italy 🎈

- Final grade: 100/100 cum laude.
- · Participated in Olympiads for Mathematics, Physics and Problem Solving; achieved fourth place in regional rankings.
- · Participated in "Physics in Aviation" and "Sportello Energia" projects.
- · Partecipated in the MeMo Project: "Merit and Social Mobility", organized by Sant'Anna University of Pisa (March 2021 - February 2022).







DEGREES

July 2025 **Bachelor Degree**

COMPUTER SCIENCE ENGINEERING (110/110) · Politecnico di Milano - Milan, Italy 🏛

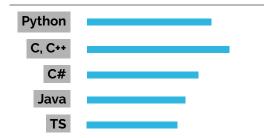


High School Diploma 2022

> SCIENTIFIC LYCEUM GRADUATE (SUMMA CUM LAUDE) · I.I.S. "Ludovico Geymonat" - Tradate, Italy 🏛



Programming



CERTIFICATES & GRANTS

2021 PoliCollege - selective course on Game Theory at Politecnico di Milano.

2021 ICDL Certification: Modules in IT Security, Word Processing, Spreadsheets, and more.

BLS-D Certification: **AED usage training**. 2019

LANGUAGES

Italian C2 mother tongue English | B2