Gianrico Fornari

gianrico.fornari@gmail.com | +39 338 367 9168 | Turin, Italy | Github | LinkedIn

Computer Science graduate (**110/110 cum laude**) from the University of L'Aquila, specializing in AI, with an incoming MSc in Data Science and Engineering at Politecnico di Torino. Bachelor's thesis on explainability narratives for graph machine learning, now continuing as an active research collaboration toward publication. Hands-on experience building production-ready systems, from multi-agent AI pipelines to full-stack web platforms. Seeking internship roles in ML and data engineering alongside MSc studies from September 2026.

EDUCATION

Politecnico di Torino — **Sep. 2026 - July 2028 (Expected)**
M.S., Data Science and Engineering — *Turin, Italy*

Università degli Studi dell'Aquila — **Graduated: July 22, 2026**
B.S., Computer Science — AI Focus — *L'Aquila, Italy*

- **Final grade: 110/110 cum laude** (GPA equivalent: 3.9/4.0)
- **Thesis:** *A Comprehensive Benchmark on Explainable AI Narratives for Graph Machine Learning* — Advisor: Prof. Francesco Gullo
- **Relevant Coursework:** Machine Learning; Operations Research; Combinatorial Optimization; Algorithms and Data Structures; Object-Oriented Programming
- **Leadership & Activities:**
  - **Elected Student Representative**, B.S. in Computer Science
  - **Elected Department Representative**, Dept. of Engineering, Information Technology and Mathematics
  - **Student Liaison**, EULiST (European Universities Linking Society and Technology) Alliance

RESEARCH EXPERIENCE

Università degli Studi dell'Aquila — **Oct. 2025 – Present**
Undergraduate Researcher — Explainable AI for Graph Neural Networks — *L'Aquila, Italy*

- Designed and released a benchmark for evaluating natural-language explanations of graph counterfactuals, comparing 2 explanation methods across 2 graph datasets.
- Developed an evaluator-agnostic framework that measures explanation informativeness through reverse reconstruction, quantifying how much of the original counterfactual is recoverable from the generated narrative.
- Built the full experimental pipeline in Python and PyTorch Geometric; key finding: AI Narratives are often under-specified: the LLM understands the counterfactual edit set, but can't fit it clearly in the Natural Language Explanation.
- Continuing the work as a remote research collaboration with the group; **paper in preparation**.

WORK EXPERIENCE

Università degli Studi dell'Aquila — **July 2024 – July 2026**
Student Collaborator — Web Development — *L'Aquila, Italy*

- Maintained and upgraded university web platforms (PHP, SQL, TYPO3) serving 20.000 students and staff.
- Redesigned 7 department websites, improving responsive behaviour, accessibility **WCAG 2.1 AA**, and information architecture.
- Refactored legacy code and optimized database interactions, working with the IT team on system reliability and uptime.

Freelance — **June 2020 – Present**
Videographer and Photographer

- Managed end-to-end video production for communication agencies and corporate clients, from concept to post-production; ongoing part-time alongside studies.

PROJECTS

AI Automation & Agent Systems — **2025 – Present**
Python, Agno, Docker, VPS, REST APIs, Webhooks, n8n

- Built custom AI agent applications with Python-based orchestration logic for multi-step tasks, tool use, and API integration, going beyond low-code workflow builders.
- Containerized and deployed the services with Docker on a VPS, integrating third-party APIs and webhooks into automated data pipelines.

BrewHub — Coffee Social Platform — **Oct. 2025 – Jan. 2026**
React, Node.js, JavaScript, Jest, CI/CD, Agile

- Co-developed a full-stack social platform in a 4-person Agile university team, contributing to both front-end (React) and back-end (Node.js).
- Implemented unit testing with Jest within a CI/CD pipeline, working across iterative sprint planning and team code review.

Tangentopoli — Java Strategy Game **Aug. 2024 – Jan. 2025**

Java, JavaFX, Maven, Git, Object-Oriented Design

- Co-developed a 2–6 player Monopoly-style strategy game with local and AI opponents; designed the core architecture, JavaFX UI, turn management, and AI opponent logic.
- Implemented game state persistence (save/load) and event logging.

Datazon — AI Dataset Marketplace (System Design) **Oct. 2024 – Jan. 2025**

SDLC, UML, System Design, Risk Analysis

- Architected a complete AI dataset marketplace through the full SDLC: requirements engineering (FR/NFR), UML modelling (use case, class, sequence), risk analysis, and design of role-based access, dataset validation, and analytics modules.

HACKATHONS & VOLUNTEERING

Hackapizza 2.0 — Datapizza AI Agents Hackathon **Feb. 2026**

- Built an agentic system for a real-time, turn-based restaurant management simulation, handling sequential decision-making, state management, asynchronous events, and tool/API interaction under dynamic constraints.

EULiST Student Conference 2025 — Conference Organizing Team **2025**

- Planned and delivered the EULiST alliance's flagship student event with an international team, connecting students from 10 partner universities across co-creation workshops, the European Fair & Innovation Showcase, and keynote sessions.

SKILLS & INTERESTS

- **Programming:** Python, Java, JavaScript, SQL, PHP, HTML/CSS
- **ML & Data:** PyTorch, PyTorch Geometric, Pandas, Agno
- **Frameworks & Tools:** React, Node.js, FastAPI, JavaFX, Jest, Git, Docker, Maven, CI/CD, TYPO3, n8n
- **Media:** Adobe Premiere Pro, DaVinci Resolve
- **Languages:** Italian (native), English (**B2**), Romanian (intermediate)
- **Interests:** Skiing, gym, reading