



Matteo Cese

COMPUTER VISION & AI · FULL STACK DEVELOPER · FOUNDER OF 4AI

Rome, RM, Italy

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“Faber est suae quisque fortunae”

About me

Sociable and optimistic by nature, I value open dialogue and teamwork as the foundation of meaningful and productive collaboration. My curiosity drives me to continuously learn and explore new perspectives — qualities that naturally led me to the world of technology and innovation.

I hold a solid technical background as a **Full-Stack Developer** with experience in **Computer Vision** and **Deep Learning**. After working in IT consulting for enterprise projects, I spent a year as a **research fellow** working on projects related to **Wi-Fi sensing**, exploring how wireless signals can be leveraged for environmental perception and motion analysis.

During the same period, I co-founded **4AI S.R.L.**, an innovative startup that — beyond developing AI-assisted trading solutions — has worked on diverse projects such as:

- Automatic **audio-to-text transcription** systems;
- **Players and ball tracking models** integrated into a web application with automated video streaming and sports event capture;
- **Consulting and software development** for custom management systems and websites.

I am passionate about designing **scalable architectures**, integrating **machine learning pipelines**, and building **end-to-end products** that connect research with real-world applications. Outside of work, I enjoy cinema, travel, and discovering new cultures — all constant sources of inspiration and creativity.

Technical Skills

I have nearly two years of experience as a **Full-Stack Developer** in an IT consulting company, where I managed the entire development cycle — from frontend and backend implementation to deployment and maintenance. Later, as one of the lead developers at an early-stage startup, I worked across a wide range of technologies, rapidly designing and delivering end-to-end systems that integrated web development, AI models, and DevOps pipelines. These experiences have strengthened both my technical versatility and my ability to deliver under dynamic, fast-paced environments.

Frontend React.js, Next.js, JavaScript, TypeScript (basic), Angular (introductory), Tailwind CSS, HTML5, CSS3, Bootstrap, UI/UX prototyping with Figma (basic)

Backend Python, Django, Node.js (introductory), Java (Spring, Spring Boot), REST API design, PostgreSQL, MySQL, Redis, RabbitMQ (basic), Celery, Postman, OpenAI API integration (ChatGPT, Whisper)

AI & Computer Vision TensorFlow, PyTorch, Keras, OpenCV, Ultralytics YOLO, Roboflow, Scikit-learn, Pandas, NumPy, Object Detection, Computer Vision, Deep Learning

DevOps & Cloud Docker, Docker Compose (multi-env orchestration), Jenkins (basic), Git, Google Cloud Platform (introductory), Caddy, Nginx, OCP (introductory), WireGuard, OpenVPN, RTSP, firewall & routing (Linux)

Systems & Tools Linux (Pop!_OS, Ubuntu), Windows, RustDesk, ffmpeg (encoding, streaming, media processing), VSCode, WebStorm, PyCharm, IntelliJ, Flutter/Dart (basic)

Languages Italian (native), English (B1/B2 – strong technical proficiency), Spanish (basic)

Experience

4AI S.R.L.

Rome, Italy

CO-FOUNDER

Jun. 2024 – Present

- Co-founded an innovative startup focused on the application of Artificial Intelligence to financial, sports, and speech-processing technologies.
- Led the **full-stack development** and cloud deployment of multiple AI-driven products:
 - **Traid** — a web platform providing AI-assisted trading signals and performance dashboards based on neural time-series models.
 - **AiLights** — a real-time sports analytics and streaming platform integrating computer vision models for automatic players and ball tracking, highlights generation, and match statistics.
 - **Screeba** — a speech-to-text framework designed to automate the transcription of academic lectures using advanced pre/post-processing pipelines.
- Managed the technical architecture (React/Next.js, Django, PostgreSQL, Docker, Caddy) and supervised consulting projects for web applications and AI solutions.

Technology Reply Roma S.r.l.

Rome, Italy

FULL-STACK SOFTWARE DEVELOPER

Jun. 2022 – Dec. 2023

- Worked on enterprise projects for Poste Italiane, developing both backend services and frontend interfaces.
- Implemented REST APIs and improved UX within cross-functional Agile teams.
- Handled release and deployment pipelines using Jenkins, Docker, and Kubernetes, applying DevOps best practices.

Sapienza University of Rome

Rome, Italy

RESEARCH FELLOW (WI-FI SENSING)

Nov. 2024 – Nov. 2025

- Conducted applied research on **Wi-Fi sensing**, focusing on environmental perception and motion detection through wireless signal analysis.
- Developed AI-driven pipelines for data preprocessing, feature extraction, and real-time inference.

Sapienza University of Rome

Rome, Italy

RESEARCH INTERNSHIP (M.SC. THESIS)

Apr. 2023 – Oct. 2023

- Developed an **automated system** capable of recording and extracting statistics from padel matches.

Sapienza University of Rome

Rome, Italy

RESEARCH INTERNSHIP (B.SC. THESIS)

Apr. 2021 – Dec. 2021

- Developed a **Deep Learning model** for deception detection in videos through hand-gesture analysis using recurrent neural networks.

Education

Sapienza University of Rome

Rome, Italy

M.SC. IN COMPUTER SCIENCE (110/110 CUM LAUDE)

Sep. 2021 – Oct. 2023

- Thesis: *"Automated Padel Analytics with Players and Ball Detection using Deep Learning and Computer Vision"*.
- Developed a real-time computer vision system for tracking players and ball using convolutional models and custom data pipelines.

Sapienza University of Rome

Rome, Italy

B.SC. IN COMPUTER SCIENCE (110/110 CUM LAUDE)

Sep. 2018 – Dec. 2021

- Thesis: *"Deception Detection through the Analysis of Hand Gestures using Recurrent Neural Networks"*.
- Designed and trained neural models for gesture-based deception detection using video datasets.

Projects & Personal Works

Sapienza University of Rome

HAND GESTURE NUMBER RECOGNITION

2022

- Developed a real-time neural network that recognizes digits (0–9) expressed in American Sign Language using hand gesture analysis and computer vision techniques.

ELIZABETCOIN

2022

- Created an Ethereum-based decentralized application (DApp) enabling users to place bets on sports events and receive rewards proportionate to correct predictions.

ELIZABET

2022

- Developed a predictive neural model trained on football match statistics to estimate game outcomes using supervised learning techniques.

GPSAVEME

2022

- Built an Android app to connect users in a mutual-help network, allowing them to send and receive location-based assistance requests.

APPLETO

2021

- Developed a Flutter/Dart mobile app prototype for theatre event booking, including seat reservation and user-friendly UI design.

SOCIAL GAME SYSTEM

2019

- Designed a Java-based simulation inspired by the "Game of Life", implementing evolving player interaction logic and dynamic scoring systems.