



GIUSEPPE BELLAMACINA

AI/ML ENGINEER

EDUCATION

Master's Degree in Computer Science

Università degli Studi di Catania | 2025 - Present

Bachelor's Degree in Computer Science

Università degli Studi di Catania | 2021 - 2024

- Graduation Grade: 110 cum Laude

WORK EXPERIENCES

AI Developer

Ricca IT | September 2025 - Present

AI Research and Development:

- Design and development of advanced AI systems based on LLMs and multi-agent architectures for complex reasoning tasks
- Implementation of scalable RAG pipelines, including data ingestion, indexing, and contextual reasoning
- Architectural refactoring and integration of distributed AI modules into cohesive, production-ready systems
- Research and evaluation of emerging AI techniques to improve robustness, interpretability, and performance of intelligent systems
- End-to-end prototyping and validation of AI solutions, from experimental design to functional implementation, in close collaboration with cross-functional teams

Artificial Intelligence Engineer & Data Scientist

Intellisync | June 2024 - May 2025

AI Research and Development:

- Research and development of AI solutions based on multi-agent architectures and Large Language Models
- Design and implementation of Retrieval-Augmented Generation systems, from requirement analysis to system architecture definition
- Exploration of new application domains for AI technologies, with a focus on scalable and customized solutions

Data Science & Predictive Analytics:

- Development of functional prototypes to validate technical approaches and support decision-making
- Advanced data analysis and predictive modeling on large-scale industrial datasets (wind turbines), including anomaly detection and energy loss forecasting using machine learning and neural networks

CONTACTS



Catania, Italy



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[GitHub](#)



[LinkedIn](#)



[Portfolio](#)

LANGUAGES

- Italian (Native Speaker)
- English (B2)

PROGRAMMING LANGUAGES

- C
- C++
- C#
- Python
- Java
- JavaScript

QUERY LANGUAGES

- Cypher
- SQL

GRAPHICS SOFTWARE

- Blender
- Photoshop

GAME DEVELOPMENT

- Unity
- Unreal