



OSCAR NORELLI

AI & CS student

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📍 Rome, Italy

📅 SanCigo

🌐 oscarnorelli

MILESTONES

- Ranked 6th out of 69 and granted the "Safety Award" at SUAS international competition

Member of the Computer Vision unit of Sapienza Flight Team

- Maker Faire exhibitor at age 15

Created the GUI to challenge [Olivaw](#) (an AI Othello player AlphaGo-style), developing a Telegram bot for the purpose

- Made my first Telegram bot at age 14

Autobus Roma bot, more info in the "Projects" section

- Organized and streamed live tournaments with over 40 participants

Rocket League tournaments featuring round-robin and finals format

SERVICE

- High School Student Representative

SY 2021/2022

- Scrutineer in the 2024 European elections

LANGUAGES

Italian: **Native**

English: **Fluent**

Currently attending a master's degree program entirely taught in English.

ABOUT ME

Computer enthusiast since childhood, I am now studying Computer Science (Master Degree) at Sapienza Università di Roma. Seeking opportunities to make a difference.

EDUCATION

Master in Computer Science | [Sapienza Università di Roma](#)

📅 Jan 2026 – ongoing

📍 Rome, Italy

Bachelor's in Applied Computer Science and Artificial Intelligence (ACSAI) | [Sapienza Università di Roma](#)

📅 Sep 2022 – Dec 2025

📍 Rome, Italy

Final grade: 110/110 cum laude

Maturità scientifica | [Liceo Scientifico Santa Maria Ausiliatrice](#)

📅 Sep 2017 – Jul 2022

📍 Rome, Italy

Final grade: 100/100

EXPERIENCE

Research stay at MIT | [Massachusetts Institute of Technology](#)

📅 Jan 2026

Invited by Daniela Rus for a 1-month research stay at MIT to extend my thesis work on evaluating LLM Theory of Mind through Liar's Dice. Currently working on a forthcoming paper as first author.

Teaching Tutor | 🌐

📅 Sep 2024 – Jan 2026

📍 Sapienza Università di Roma

Teaching Tutor for "Programming" (ACSAI) and "Fondamenti di Programmazione" (Informatica) courses at Sapienza. Also collaborating with the G4Greta and 'sIAte prompts' initiatives.

Sapienza Flight Team - SUAS Competition | 🌐

📅 Oct 2023 – Jun 2024

📍 Sapienza Università di Roma

Member of the Computer Vision unit of the team, specialized in the development of the software used to handle the different processes involved in the mission pipeline. Final rankings SUAS 2024: 6th among 69 teams and won the "Safety Award"

BetterScholar - Founding Engineer |

 Apr 2025 – ongoing

Developing a new academic platform aimed at becoming the next major alternative to Google Scholar.

PROJECTS

Telegram Bot Developer |

 2018 – ongoing

- The Village: card game and a bot to assist human narrators in generating balanced games and handling chance-driven events during Werewolf games 
- Autobus Roma: check realtime arrivals of buses in Rome 
- File Converter: convert files using API2Convert APIs 
- Ares, Kronos, Themis: helpers for a "Werewolf" Ancient Greece-themed group 

President of ReThink Sapienza |

 Apr 2026 – ongoing

 Sapienza Università di Roma

ReThink is a nation-wide association of students and researchers that views the university not merely as an institution for earning degrees, but as a space to understand the present, and to imagine and build the future. At Sapienza, the local group organizes workshops and debates to promote discussion on pressing socio-economic and political topics.

UniPlay Sapienza - Tournament Organizer | |

 2020 – ongoing | May 2025 – ongoing with UniPlay Sapienza

Started organizing Rocket League tournaments within a small community of players. Collaborated with large entities over time, specializing in bracket management tool, matchmaking and commentating on live streaming events on Twitch. Current founder and tournament organizer for UniPlay Sapienza