

# Colin Salvatore Nardo

07784310064 | [colin.nardo@gmail.com](mailto:colin.nardo@gmail.com) | [www.linkedin.com/in/colin-salvatore-nardo](https://www.linkedin.com/in/colin-salvatore-nardo) | [nardocol.in](https://nardocol.in)

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Computing Science student with a passion for problem-solving and a strong foundation in software development. Currently pursuing a degree at the University of Glasgow while gaining hands-on experience in AI and programming projects. Committed to continuous learning and applying innovative technologies to real-world challenges.

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## EXPERIENCE

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| <b>Minted Ice Cream</b><br>Team Member  | June 2023 - Present<br>Glasgow, Scotland           |
| <ul style="list-style-type: none"><li>Managed production process from milk pasteurization to flavour selection to meet high demand during peak hours, ensuring consistent product quality</li></ul>   |  |
| <b>Saint Storage</b><br>Storage Administrator   | August 2023 – August 2024<br>St. Andrews, Scotland |
| <ul style="list-style-type: none"><li>Assisted in optimizing logistics operations through the integration of Storage IQ, a web app built primarily on Ruby on Rails, enhancing warehouse efficiency and delivery accuracy</li></ul>   |  |
| <b>Premier Inn</b><br>Chef  | Sep 2021 — Jun 2022<br>St. Andrews, Scotland       |
| <ul style="list-style-type: none"><li>Managed the kitchen staff to ensure the quality and timeliness of food orders, resulting in improved customer experience</li></ul>  |  |
| <b>Young Professionals</b><br>Student Intern  | June 2021  |
| <ul style="list-style-type: none"><li>Participated in a week-long virtual internship, engaging with industry leaders from IBM, Rolls Royce, Capgemini, and other major companies.</li><li>Developed an understanding of key industry trends and future work skills through sessions with PwC, EY, and CIMA.</li></ul> |  |

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## EDUCATION

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| <b>University of Glasgow BSc in Computing Science</b>  | Sep 2022 — Aug 2026 |
| <ul style="list-style-type: none"><li>Core courses included Object-Oriented Programming, Networks and Operating Systems, Algorithms and Data Structures and Web Application Development.</li><li>Developed strong skills in programming, algorithm development and general teamwork through hands-on assignments and projects.</li></ul> |                     |

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## ACHIEVEMENTS & PROJECTS

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| <b>Course Content Mapping Web Application Development</b>   | Sep 2024 — Present |
| <ul style="list-style-type: none"><li>Developing a course content mapping web app for the Learning Innovation Support Unit at University of Glasgow, incorporating Azure AD for secure login.</li><li>Designed a cloud-based SQL database for real-time management of course data, including learning hours and activities.</li><li>Contributing to full-stack development (React.js, Node.js/Express), with features like drag and-drop functionality, real-time visualization, and collaborative access for academic staff.</li></ul> |                    |

## **Glasgow University Artificial Intelligence Society President**

May 2024 - Present

- Lead and coordinate workshops and events focused on AI technologies, aimed at equipping students with practical skills.
- Host talks with industry leaders and academic professionals to provide members with insights into AI applications and trends.
- Manage collaborations with external organizations to provide students with networking opportunities and internships in AI-related fields.

## **Personal Voice Clone Chatbot (CPU-Only Inference)**

April 2025 – October 2025

- Built a local chatbot leveraging quantized LLM models, enabling 24/7 deployment on small PCs and avoiding the need of GPUs while maintaining an acceptable response speed.
- Employed a vector database (Qdrant) to store and retrieve context from embedded text chunks, ensuring relevant responses and minimal inference overhead.
- Fine-tuned Piper TTS using over 200 personal voice recordings, achieving a realistic voice clone for fully offline text-to-speech responses and CPU friendly inference times.
- Deployed via Cloudflare tunnels to handle dynamic IP routing, integrating a Qdrant vector database for context retrieval and robust performance.

## **Glasgow University Tech Society Hackathon**

- Led the development of a multiplayer web game using Three.js, featuring planes navigating a 3D globe.
- Created dynamic hazards (e.g., earthquakes and hurricanes) that players must avoid, integrating real-time gameplay elements.
- Modelled all low-poly assets in Blender from scratch for a cohesive design.

## **Django Web Application Development**

September 2023 – April 2024

- Collaborated on Tennr, a Django-based platform connecting service providers and customers for freelance opportunities.
- Designed an account management system with distinct roles for buyers and creators, with personalized recommendations.
- Implemented search functionality with filters for categories and price ranges and added a rating and commenting system.

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## **SKILLS**

Technical Skills: Python, Java, C, JavaScript, Ruby, Django, React, ThreeJS, Tensorflow, PyTorch

Languages: English (native), Italian (native), French (fluent), Spanish (intermediate), Sicilian (native)

Certificates and Training: Open University M140 – Introducing Statistics, ZTM ThreeJS Bootcamp