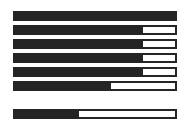
BRIAN FORMENTO

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Skills

Computer science

Numpy Scikit-learn, Keras, Python Deep learning Computer Vision Machine learning Statistical & Genetic learning C, C++, HTML, CSS and JavaScript



Languages

English & Italian

Native

Education

MEng Electronic engineering with artificial intelligence (exchange student)

01/2019 - 05/2019

National University Of Singapore

Key Modules: Advanced topics in machine learning, Knowledge discovery methods in bioinformatics, neural networks, digital entrepreneurship. Finalist YITU hackathon 2019 (won \$300)

MEng Electronic engineering with artificial intelligence

09/2018 - 01/2019

Southampton University, United Kingdom

Key Modules: Computer Vision, Evolution of complexity. Group thesis: Using AI to remove aliasing and moiré from point cloud renders. Used a convolutional recurrent autoencoder

BEng electronic engineering with artificial intelligence (achieved 1st hons)

09/2015 - 07/2018

Southampton University, United Kingdom

Key Modules: Advanced programming, Machine Learning, Computational Biology, Computer Engineering, Control & Communications, Secure Systems

- Statistical learning: Experience with: LDA/QDA, logistic regression for classification, K-means clustering and genetic algorithms.
- Deep learning: Experience with: Tensorflow-GPU/Keras, Autoencoders, LSTMs, CNNs, Transfer learning and RNNs.
- Thesis: Computer vision system to detect people carrying guns. Using Keras, Tensorflow and Python while building my own synthetic dataset by modding a game in C#.
- Python for: Web app dev (Django), Web automation (Selenium). Web hosting: static files with AWS S3, app deployment on Heroku, Azure and Firebase.
- Designed the best performing transmitter/receiver simulation configuration in the first academic year with the use of MATLAB achieving an SNR of 37.29.

Education

 Keen participator in hackathons. ARM hackathon 2016, IEEExtream 2016, Hack the holidays 2016, ICHack2017, SotonHack 2017, IEEExtream 2017.

Experience

University's entrepreneurial activities

- Co-organised and co-run 5 speaker events and 2 workshops throughout the year 16/17.
- Scouted and fast-forwarded through an incubator 3 teams, one of which went on and won £25k from 3 investors in the 2017 Dragons Den competition.
- Pitched a start-up together with two all-star students at the UoS Dragons Den 2016.
- Pitched another start-up at the Take-Off 2016 challenge and won £3k.

Electronic engineering intern 07/2017 – 09/2017 Roke Manor Research, United Kingdom

- Working with Matlab, C and Python, for the implementation of a researched signal processing algorithm on an Ettus platform equipped with a Xilinx FPGA.
- Tested the implementation with off-air signals.
- Created links between Roke and the UoS cyber security club.

Electrical/electronic design engineer intern

07/2016 - 09/2016

L3 ASV, United Kingdom

- Project managed the complete re-haul of the central electrical distribution system found on the C target 9, one of ASV's most popular autonomous boats.
- Reduced material costs by £450 by designing a bespoke PCB to replace some COTS components, reducing manufacturing time by more than half and consequently further reducing labour costs by £1000 per item.
- Designing high-frequency solid state switching to replace outdated control mechanisms such as relays.
- Formed links between ASV unmanned development team and SotonHack, the biggest hackathon organization in Southampton, which lead to a £1250 sponsorship.
- Produced in detail test procedures for numerous control containers, halving testing time, complexity and therefore reducing costs.
- Organized for the founders of ASV to attend and present at one of Southampton university's entrepreneurial and business society events.
- Designed and 3D printed a cheap and easy to manufacture PCB enclosure on SolidWorks and presented my findings to board of Directors.