ANTONIO FOGLIA

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EDUCATION

COLUMBIA UNIVERSITY SCHOOL OF ENGINEERING AND APPLIED SCIENCE

New York, NY

B.S. Applied Mathematics, Minor in Computer Science and Economics; GPA: 3.9/4.0 (Dean's List)

Sep 2019-May 2023

- Courses: Computational Mathematics, Complex Analysis, Advance Programming (C), Artificial Intelligence (Python), Data Structures (Java), Probability, Ordinary Differential Equations, Linear Algebra, Multivariable Calculus, Macroeconomics
- Activities: Columbia Formula Racing Team, Blockchain@Columbia, Columbia Quant Group, Club Soccer

LATYMER UPPER SCHOOL

London, UK

Latymer Diploma: Distinction

Sep 2014-Jun 2019

- A-Levels: Italian (A*), Mathematics (A), Further Mathematics (A), Physics (A), Chemistry(A)
- ACT: English (35), Mathematics (34), Reading (34), Science (35)

EXPERIENCE

DN CAPITAL London, UK

Venture Capital Analyst Internship

May 2021-Jul 2021

- Worked as an analyst at one of Europe's leading venture capital funds
- Sourced, engaged, and assessed companies for potential deals in the SaaS and Marketplaces sectors, presented to Investment Committee
- Restructured and optimized internal deal flow to streamline deal assessment and competitive fund analysis
- Assisted partners and investment managers with live deals by carrying out due diligence (UK & France geographies)

ONE LONDON BASKETBALL

London, UK

Co-founder and COO

Sep 2016-Jun 2019

- Founded, managed, and structured London-wide youth basketball league
- Implemented marketing methods and collaborated with professional football clubs to secure founding and venues
- Organized weekly fixtures and tournaments. Obtained basketball coach license

PROJECTS (https://github.com/Antonio-Foglia)

PYTHON

- **Breast Cancer:** coded machine learning (*k*-NN) algorithm to identify cancerous breast cells. Visualization of data using seaborn and implementation of Support Vector Machine using scikit-learn
- Voice Assistant: created a personalized voice assistant that uses chatbot to converse, translates between languages, provides useful information from the web and uses face recognition to identify users
- Mandelbrot: coded a visualization algorithm for the Mandelbrot set using matplotlib

JAVA

• Video Poker: coded a one-person poker game that allows the user to swap cards and bet tokens. Hand evaluation is token rewards coded from scratch

SKILLS

- Languages: Italian (native speaker, fluent), English (fluent), French (fluent), Spanish (basic), German (basic)
- **Software**: Python (NumPy, Pandas, SciPy, OpenCV, Flask, seaborn, scikit-learn, pytesseract), Java, Wolfram Mathematica, HTML, Microsoft Office, SolidWorks, Git

ACTIVITIES & INTERESTS

- **Awards**: UK national finalist, Schools Aerospace Challenge (2018); London area regional champion and head of sales, Young Enterprise Challenge (2016-2018)
- **Volunteering**: Movimento di Vita Cristiana (Missioni Onulus), volunteer, travelled to Peru and Ecuador to build houses and schools in impoverished communities, volunteered in disabled children orphanage (2016-present)
- Other: Competitive cross-country skier and member of athletic team O-Team (Switzerland), working towards Private Pilot's License (EU), Delta Sigma Phi fraternity active member, orchestral percussions and drum-kit player, PADI certified diver, eager sailor, surfer and windsurfer, space enthusiast, big A.C. Milan supporter, drone photographer