

# Daniele Gadler

**Citizenship:** Italian.

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## WORK EXPERIENCE

### Südtiroler Informatik AG. Bozen, IT — *Data Scientist*

October 2019 - PRESENT

Business analysis, prototyping, project lead of Machine Learning projects carried out for the Autonomous Province of Bolzano in SAS, SAS Viya, Microsoft Azure, Python for:

- Severe COVID illness prediction based on patients' symptoms.
- Predictive road traffic trends from IoT and weather data and predictive maintenance of road infrastructure.
- Farmer's crop funding automation from satellite images.

### National Research Council. Pisa, IT — *Msc. Research Fellow*

March 2019 - October 2019

State-of-the-art review, implementation in PyTorch, experimentation of "Federated Quantization", introducing quantization at the client and server level in federated learning reducing data exchanged by 8.70x.

### Free University of Bolzano. Bozen, IT — *Research Data Scientist*

February 2018 - March 2018; July 2018 - September 2018

Development in R of a distributed and parallel tool for analyzing logs of the ALMA observatory in Chile via Hidden Markov Models.

<https://github.com/DanyEle/hmm>

### TU Kaiserslautern. Kaiserslautern, DE — *Research Fellow*

July 2017 - September 2017

Theoretical and experimental comparison of state-of-the-art Wi-Fi devices fingerprinting techniques with physical-layer features.

### Mullen Lowe Profero. Beijing, CN — *Intern.*

February 2016 - March 2016

Internship at a Chinese web development company. Quality

## WEB PAGES

**Website:** <https://danyele.github.io>

**Git:** <https://github.com/DanyEle>

**LinkedIn:** <https://linkedin.com/in/daniele-gadler>

**Twitter:** <https://twitter.com/DanieleGadler>

## SKILLS

### Data Science and Machine

#### Learning programming:

2+ years of experience with Python, NumPy, SciPy, Keras, Scikit-Learn, SQL, PyTorch for NLP, SAS 9, SAS Viya, R.

#### Machine Learning theory:

Acquired from scientific articles, books, courses at the university.

#### Other programming skills:

Good knowledge of Java, C++, C, C#, Javascript, web programming.

**Cloud computing:** Microsoft Azure.

## AWARDS

**2020, Best Graduate Award - Msc. in Computer Science and Networking (€1500):** Top 1. graduate based on the graduation and exam grades and least time to graduate.

**2018, Best Student Award - Msc. in Computer Science and Networking (€2000):** Top 1.

assurance and development of websites' plugins.

## **Flying Squirrel Entertainment. Eindhoven, NL (*remote*) — Junior Developer.**

June 2014 - March 2015

Development in C# of a building destruction system and character customization UI for the "Battle Cry of Freedom" videogame.

## **EDUCATION**

### **Scuola Superiore Sant'Anna, University of Pisa. Pisa, IT. Msc. in Computer Science and Networking**

September 2017 - October 2019

Inter-university two-year Master's programme.

Graduation grade: **110 cum laude** / 110.

Exams' GPA: 29.74 / 30.

### **TU Kaiserslautern. Kaiserslautern, DE. Bsc in Computer Science - Erasmus+ programme.**

October 2016 - July 2017

One-year exchange Erasmus+ student attending courses in German.

Exams' GPA: 1.63 / 4.0.

### **Free University of Bolzano. Bozen, IT. Bsc in Computer Science and Engineering**

October 2014 - July 2017

Three-year trilingual Bachelor in Computer Science.

Graduation grade: 106 / 110.

## **PUBLICATIONS**

### **"The Impact of Recurrent Neural Network Quantization on Federated Learning"**

October 2019

Master's thesis for the MSc in Computer Science and Networking.

### **"Mining Logs to Model the Use of a System"**

November 2017

ACM/IEEE ESEM '17. Toronto, Canada.

### **"Bringing the Cloud to Rural and Remote Areas via Cloudlets"**

November 2016

ACM DEV '16. Nairobi, Kenya.

*I hereby authorize the use of my personal data according to the GDPR.*

student based on exam grades and number of exams passed.

**2016-2017, Erasmus+ scholarship** for one year at the Technische Universität Kaiserslautern

**2015, CRCC Asia Italy scholarship award** for an internship in China.

## **LANGUAGES**

**Italian** - Native.

**English** - C2, Fluent.

**German** - C1+, Advanced.

**Chinese** - A2/ B1, Basic.

## **SIDE PROJECTS**

### **OpenMined - PySyft**

Top 10 contributor to an Open Source PyTorch framework for privacy-preserving distributed neural network training.

<https://github.com/OpenMined/PySyft>

### **SPADE - Sensing, Processing and analysing Data in IoT**

Implementation of a machine-learning powered system for the predictive maintenance of industrial machines based on a Beagleboard green and an accelerometer using Python.

### **Persistent World Scripts**

Ideation, implementation and sale of a system based on SQL, PHP and Python that adds character persistence to the "Mount & Blade Warband" game.

<https://forums.taleworlds.com/index.php?threads/release-danyeles-persistent-world-scripts.357520>