Passau, Germany. 02.01.2021

Daniele Gadler

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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, Pandas, Keras, Flask, 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.
https://www.fsegames.eu/

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 / 4.00.

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.

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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

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.
https://github.com/DanyEle/SPADE

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