

Daniele Gadler

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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 (1.0 highest, 4.0 lowest).

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

October 2014 - July 2017

Three-year trilingual Bachelor in Computer Science.

Graduation grade: 106 / 110.

WORK EXPERIENCE

Südtiroler Informatik AG. Bolzano, 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 and Python.

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

March 2019 - October 2019

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

SKILLS

Data Science and Machine

Learning: 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: Java, C#, Javascript, C++, C.

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. 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.

Free University of Bolzano. Bolzano, 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 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 user interfaces for the "Battle Cry of Freedom" videogame.

PUBLICATIONS

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

October 2019

Master's thesis for the MSc in Computer Science and Networking - University of Pisa and Scuola Superiore Sant'Anna.

"Mining Logs to Model the Use of a System"

November 2017

ACM/IEEE ESEM '17. International Symposium on Empirical Software Engineering and Measurement. Toronto, Canada.

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

November 2016

ACM DEV '16. Proceedings of the 7th Annual Symposium on Computing for Development. Nairobi, Kenya.

LANGUAGES

Italian - Native.

English - C2, Fluent.

German - C1/C2, Advanced.

Chinese - A2/ B1, Basic.

PROJECTS

OpenMined - PySyft

Top 10 contributor to an Open Source PyTorch framework for privacy-preserving 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, sale and integration into 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/>