GABELLINI CRISTIAN

EXPERIENCE

Research - University of Trieste (UNITS) **Researcher**

01/2021 - Now

♀ Trieste, Italy

- Developed and implemented routines to model nanomaterials by correctly simulating the pKa-influenced behaviour
- Development of computational models of a variety of SAM-AuNPs via the integration of many technique (QM, MD and CG dynamics) and use of classical and advanced molecular simulation approaches (e.g., enhanced sampling techniques) on a wide spatio-temporal scale.

Research - University of Jan Evangelista (UJEP)

(1) 02/2020 - 05/2020

- **♀** Ústí nad Labem, Czech Republic
- Researched machine learning models used for nanomaterials simulations
- Designed and implemented machine learning approaches to coarsegrain water solvents
- Implemented different atomistic and coarse-grained simulations to build datasets for testing different machine learning approaches.

Internship - Fincantieri S.p.A.

Technical System Engineer

1 09/2019 - 12/2019

- ▼ Trieste, Italy
- Designed and implemented the automatic creation of complex 2D and 3D objects from tabular data by using parametric modeling
- Developed a new internal procedure to apply the new modeling technique between different technical departments
- Led the implementation of a new interactive data visualization procedure by using GIS data and Microsoft PowerBI.

SKILLS

- Technical: Experience in Machine Learning, Data visualization, Data Analytics. 2+ Years experience in material modeling and simulations.
- Programming: Proficiency in Python, Jupyter Notebook, Bash and Git. Knowledge of C++(14, STL, Boost), Javascript, SQL and MongoDB.
- Packages/Frameworks: NumPy, SciPy, Pandas, Matplotlib, Scikitlearn, PyTorch, Flask, FastAPI, Vue.js
- Software: Microsoft Office (advanced excel user), Microstation Connect, Solidworks
- Modeling: Amber, LAMMPS, Quantum-Espresso, DigiMat, Material Studio, Avogadro, Packmol

CERTIFICATIONS

- English courses, Certificate of Attendance, 2011 ◆ Anglia Ruskin University, Cambridge, UK

EDUCATION

Master's Degree in Materials Engineering Thesis: Development of **Machine-Learning** based approaches for coarse-grained simulations

1 01/18 - 10/20

♀ University of Trieste

Bachelor's Degree in Industrial Engineering *Thesis*: Theorical **modeling** of the gelation of a polyaromatic LMOG chiral system

1 09/12 - 12/17

♀ University of Trieste

AWARDS

 JetBrains PyCharm, Winner of the 10 Years of Coding together competition with my GPGO project

PROJECTS

GPGO | Python

Bayesian optimization and Gaussian Processes framework. Hyperparameters tuning using gradient information and different numerical solvers. Implementation of various acquisition functions and different solvers to achieve convergence on high dimensional functions.

Classification of surface defects | Python, Jupyter

 Implementation of CNNs to classify images of surface defects on hot-rolled steel. High accuracy was achieved by cross-validating the hyperparameters and topology of the tested nets.

Dissipative Particle Dynamics | Python, Bash

 Parametrization of a DPD potential for a nanoparticle grafted by polymers (AuNPs) by using a novel bayesian optimization approach exploiting structural insights from atomistic simulations.

Calibration of Adenine spectra | Python

 Regression model for an Adenine spectra using Gaussian Process, Supported Vector Machines and Artificial Neural Networks. Cross-validation was used to compare the different models.

GANs | Python, Jupyter

• Implementation and training of a Generative Adversarial Network and a **Conditional Generative Adversal Network** from the corresponding scientific literature.

Personal site | JS, Vue.Js, HTML/CSS

• Implementation of my homepage from scratch.

Rendering engine | C++

 Small ray-tracing rendering engine developed in modern C++.

Gels rheological Analysis

 Rheological analysis of gel samples based on polyurethane and nanocellulose with stationary and oscillatory regime tests.