Federico Galli

📍 Italy, Brescia   📅 04/12/1996   📞 (+39) 3319136998
💼 Federico Galli   🌐 Portfolio https://fedegalli.github.io
✉ federicogalli96@gmail.com

Employment History

03/24 - now	**Intesa Sanpaolo,** *Software Engineer.* Focused on back-end development with the creation of microservices APIs using Java (Spring). Experienced in managing database infrastructure using Java, Python, and SQL, along with ETL, data virtualization, and BI tools such as Tabular, Denodo, Qlik, and Power BI to enable business users to explore and analyze data.
09/22 - 03/24	**Regesta LAB,** *Data Scientist / Analyst.* Experience with the usage and creation of Machine Learning algorithms (Python: TensorFlow, pandas, scikit-learn, OpenCV). Skilled in Big Data cleaning and processing. Application of LLM with RAG to fit specific business use cases, such as documentation retrieval and sales support, to generate the best fit for the customer. Proficient in Qlik app development and Power BI app development to enhance Performance Management and Visual Analytics.

Education

2023	**TensorFlow Developer Certificate,** TensorFlow Certificate Program. Topics: *Foundational principles of ML and Deep Learning, Building image recognition, object detection, text recognition algorithms with deep neural networks and onvolutional neural networks, Exploring strategies to prevent overfitting, including augmentation and dropouts.*
2022	**Bachelor's Degree in Computer Engineering,** Università degli studi di Brescia. Thesis title: *Development and testing of Reinforcement Learning algorithms for rocket flight control.*
2017	**High School Diploma in Computer Science,** Science, I.I.S Benedetto Castelli. Thesis title: *Unity Android game development "Square".*

Personal Projects

2021 - now	**API,** Usage and creation of API framework with FastAPI, for personal finance management and tracking app. Front-end implementation with a Telegram Bot *Python.*
	Machine Learning, Usage of Reinforcement learning (PPO) to instruct a rocket to self take-off, stabilize and orbit a celestial body in a simulated environment implemented in Unity. *C# / Python / Unity.*
	Machine Learning, Optimize traffic flow inside a traffic light intersections to reduce user's wait time by implementing proximal policy optimization algorithm. *C# / Python.*
	Mobile App, Developing React Native Android / iOS app to track down incomes and expenses. *JavaScript / Typescript / Expo.*

Skills

Languages	**Italian**, mother tongue. **English**, professional proficiency.
Coding	Python, JavaScript/TypeScript, Java, C#, SQL, C/C++, HTML, PHP.
Technologies	Unity3D, TensorFlow, LLMs, Computer Vision, MySQL, Git, Qlik, PowerBI, Denodo.
OS	Windows, MacOS, Linux