



# Giuseppe PAOLO

## Contacts

✉ giuseppe.paolo93@gmail.com  
☎ +33 (0)6 20 50 19 46  
🌐 giupaolo.com  
🔍 Google Scholar

## Languages

Italian	● ● ● ● ●
English	● ● ● ● ●
French	● ● ● ● ○
German	● ○ ○ ○ ○

## Education

**PhD** 2018 - Present  
*ISIR - Sorbonne University*  
*AI Lab - SoftBank Robotics Europe*

**M.Sc.** 2015 - 2017  
Robotics, Systems and Control  
*ETH Zurich*

**Bachelor** 2012 - 2015  
Electronic Engineering  
*Politecnico di Torino*

## Soft skills

### Social

Team spirit and good socialization skills in new and multicultural situations, acquired through numerous study trips in other countries.

### Organizational

Leadership and organization of a medium sized group of people. Long term research project management.

## Experience

**Research Scientist** Dec 2021 – Present  
*Noah's Ark – Huawei Technologies France*  
Research on Model-Based Reinforcement Learning.

**PhD Student** Oct 2018 – Nov 2021  
*AI Lab - SoftBank Robotics Europe*  
*ISIR – Sorbonne University*  
Research on Reinforcement Learning and Evolutionary Algorithms in Sparse rewards settings.

**Research Intern** Feb 2018 – Jul 2018  
*IBM Research Zurich*  
Research on Computer Vision and Natural Language Processing for the development of a visual question answering system for IBM Watson.

**Research Assistant** Oct 2016 – Jan 2017  
*RAM-Lab – CityU Hong Kong/HKUST*  
Develop and implement a deep reinforcement learning algorithm controlling a tracked robot capable of climbing stairs. The final goal was to deploy the algorithm on wheelchairs to help impaired people overcome stairs and obstacles.

## Extra

### Workshop organizer

*EvoRL @ GECCO 2021- 2022*  
Organizer of the workshop on Evolutionary Reinforcement Learning at the Genetic and Evolutionary Computation Conference 2021 and 2022.

### Associated Editor

*ACM TELO journal*  
Associated Editor for the ACM TELO journal's Special Issue on Evolutionary Reinforcement Learning.

## Technical skills

Python, Pytorch, Tensorflow, C++, ROS, Gazebo, Linux, Latex, Git, Scientific Writing, Neural Networks, Machine Learning, Reinforcement Learning, Evolutionary algorithms, Inkscape, Basics of embedded systems.

# Publications

---

## Sparse Reward Exploration via Novelty Search and Emitters

*G. Paolo, A. Coninx, S. Doncieux, A. Laflaquière*

Proceedings of the 2021 Genetic and Evolutionary Computation Conference

Nominated for Best Paper Award in the CS Track

## Novelty Search makes Evolvability Inevitable

*S. Doncieux, G. Paolo, A. Laflaquière, A. Coninx*

Proceedings of the 2020 Genetic and Evolutionary Computation Conference, 85-93

## Unsupervised Learning and Exploration of Reachable Outcome Space

*G Paolo, A. Laflaquière, A. Coninx, S. Doncieux*

2020 IEEE International Conference on Robotics and Automation, ICRA 2020

## A data-driven model for interaction-aware pedestrian motion prediction in object cluttered environments

*M. Pfeiffer, G. Paolo, H. Sommer, J. Nieto, R. Siegwart, C. Cadena*

2018 IEEE International Conference on Robotics and Automation (ICRA), 5921-5928

## Virtual-to-real deep reinforcement learning: Continuous control of mobile robots for mapless navigation

*L. Tai, G. Paolo, M. Liu*

2017 IEEE/RSJ International Conference on Intelligent Robots and Systems