Gabriele Picco

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SKILL AND KEY STRENGTH

. Technical

✓ Highly skilled in Python, C, Java, C#, Rust, Javascript, …

✓ Deep learning and machine learning framework: Pytorch, Tensorflow, Scikit

✓ CI/CD, Containers, Kubernetes/Openshift, Linux

✓ Research and fast prototyping

. Interpersonal

✓ Team player

✓ Integrity and ethic first

✓ Optimist / Can do attitude

✓ Fast paced work ability

✓ Fast Learner

HOBBIES & INTERESTS

✓ Travels, AI and Tech Conferences, Blockchains, Startups

✓ Waterpolo, Running

LANGUAGES

🇮🇹 Italian (Native)

🇬🇧 English (Fluent)

WORK EXPERIENCE

Co-Founder & CTO at Magicblock (Remote) : Jul 2022 – Present

Magicblock - Web3 gaming infrastructure
Unity Verified Solution company facilitating the next generation of on-chain games.

Research Engineer at IBM (Dublin, Ireland) : Sep 2019 – Dec 2022

Development and improvement of natural language processing s.o.t.a. algorithms applied to healthcare, fraud detection, AI for drugs and material discovery:

- Implementation of deep learning algorithms, with a particular focus on NLP (Rules Extraction, Reasoning, Representation Learning, AI for drugs and material discovery)
- Publications in prestigious conferences, such as MedInfo, ACL, EMNLP, NeurIPS and filing of more than 20 related patents
- Full stack development, CI/CD, Kubernetes/OpenShift deployment
- Team Scrum Master

Machine Learning Intern at Cloud4WI (Pisa, Italy) : Sep 2018 - Feb 2019

- Implementation of algorithms for automatic customer analysis and churn prediction (development/production).
- Design and Development of a model to improve the accuracy of the indoor geolocation system

Software Developer Intern at BIGSrl (Cuneo, Italy) : Jun 2013 - Jul 2013

- Development of an IOS and Android application for home automation management
- Setup and configuration of servers for home automation

PUBLICATIONS

- Zshot: An Open-source Framework for Zero-Shot Named Entity Recognition and Relation Extraction
- Ensembling Graph Predictions for AMR Parsing (NeurIPS 2021)
- Neural Unification for Logic Reasoning over Natural Language (EMNLP 2021)
- Towards Protecting Vital Healthcare Programs by Extracting Actionable Knowledge from Policy (ACL 2021)
- Ontology-guided Policy Information Extraction for Healthcare Fraud Detection (MIE 2020)
- Other publications

PROJECTS

- Zshot: Zero and Few shot named entity & relationships recognition (Framework, Python) (250+ Github stars, used internally in IBM)
- Aliby: platform for managing shared rentals unit (Angular, Flask) (YCombinator startup school)
- VirtualGym: peer to peer video-chat workout (Angular, WebRTC)
- HackerNews.news: enhanced mirror news website (+20k montly readers)
- Pamman: 3D platform video game (Unity) (+2k Downloads)
- Automatune: Musical video game (Unity) (+100 Downloads)
- Number777: Math puzzle game (Unity) (+100 Downloads)
- HitchRun: 2D platform video game (Java) (+500 Downloads)

EDUCATION

- University of Turin, Computer Science - 5 years (2014 – 2019) Completed in 2019 : MASTER's degree in Computer Science
- Erasmus at Wrocław University of Technology - (February to July 2018)