# Luca Scofano

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Github Linkedin Personal Site

## Personal information

Date of birth **May 6, 1997**.

Place of birth **Seoul, South Korea**.

Nationality **Dual citizen, Italy/Canada**.

## Education

2021–present **Ph.D. student, Data Science**, *La Sapienza, University of Rome*, Department of Computer Science, Computer Engineering and Statistics.
With a specific focus on Human Behaviour and Embodied AI.

2019–2021 **Master of Science, Data Science**, *La Sapienza, University of Rome*, Department of Computer Science, Computer Engineering and Statistics.
The final thesis was titled "Graph Neural Networks for multi-agent trajectory forecasting in games" and the main goal of the project was to predict the future movement of NBA players in a regular seasons' game.

2016–2019: **Bachelor of Arts, Economics**, *La Sapienza, University of Rome*.
The thesis focused on macroeconomic effects in the era of digital currency.

## Work Experience

### TU Darmstadt

05.2024 –present **Visiting Researcher**.
Research fellow working on Embodied AI and LLM grounding, supervised by Professor Georgia Chalvatzaki

### La Sapienza, University of Rome

2023 – 2024 ***Teaching Assistant***.
Teaching Assistant for Advanced Machine Learning

### La Sapienza, University of Rome

2022 – 2023 ***Teaching Assistant***.
Teaching Assistant for Fundamentals of Data Science

### La Sapienza, University of Rome

2019 – 2021 ***Librarian***.
Scholarship holder as a librarian at the Department of Economics

## Certifications and Accomplishments

10.2024 **Oral Presentation at BMVC '23**, *Staged Contact-Aware Global Human Motion Forecasting*.

06.2023 **Best Paper Award at Precognition Workshop CVPR '23**, *Best practices for 2-Body Pose Forecasting* .

2016–2021: **Laziodisco scholarship holder**, *Based on academic achievement*, La Sapienza, University of Rome.

09.2020: **Google Training Camp**, *Training camp held at La Sapienza, University of Rome. The main objective of the training camp was to build our own "image search engine", and compare it to those created by other students using a private Kaggle competition. Specific techniques and models learned and used: Convolutional neural networks (CNNs), Recurrent neural networks (RNNs) more specifically LSTM, Image captioning*.

## Languages

**Fluent in English and Italian**