Luca Malagutti

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WORK EXPERIENCE

DATA SCIENCE INTERN
SEI Novus
March 2022 - August 2022 *Zurich, CH*

Built from scratch and deployed a complete pipeline for automatic data extraction from various financial documents. Leveraged and improved state-of-the-art Document AI NLP models.

TEACHING ASSISTANT
Rycolab, ETH Zurich
September 2021 - February 2022 *Zurich, CH*

TA of the Natural Language Processing course under Professor Ryan Cotterell. Held discussion sections, prepared lecture notes and marked assignments and exam exercises.

LAB MEMBER
NECSTLab, Polytechnic University of Milan
November 2018 - July 2020 *Milan, IT*

Developed mobile applications regarding biometric data logging collaborating with PhD candidates, under the supervision of Professor Marco Santambrogio.

EDUCATION

MASTER'S DEGREE IN COMPUTER SCIENCE
ETH Zurich
September 2020 - ongoing *Zurich, CH*

Machine Intelligence Major, Data Management Minor. Selected courses include: Natural Language Processing, Advanced Machine Learning, Computational Intelligence Laboratory and Machine Perception

BACHELOR'S DEGREE IN COMPUTER ENG.
Polytechnic University of Milan
September 2017 - July 2020 *Milan, IT*

Final overall grade: 110/110

FURTHER EDUCATION

DEEP LEARNING FOR IMAGE ANALYSIS
Athens Programme, Mines ParisTech University
November 2019 *Paris, FR*

Partecipated in a week-long intensive course on novel Deep Learning methods for image analysis.

PROJECTS

AUTOMATIC TEXTBOOK SUMMARIZATION
Semester Project - Mrinmaya's Lab, ETH Zurich
September 2021 - January 2022 *Zurich, CH*

Created and analyzed a novel data set for educational NLP. Developed NLP models for summatization on textbooks under the supervision of Professor Mrinmaya Sachan.

DEEP-MON
Semester Project - Polytechnic University of Milan
February 2020 – June 2020 *Milan, IT*

Improved Deep-Mon, an eBPF-based monitoring tool to measure container resource usage, by implementing its memory, disk and I/O monitoring capabilities and creating a new CLI.

SANTORINI
Part of Bachelor's Thesis - Polytechnic University of Milan
March 2020 – July 2020 *Milan, IT*

Developed a complete Java implementation of the board game Santorini, featuring a JavaFX GUI and online multi-playing as part of a two-people team.

TECHNICAL SKILLS

PROFICIENT IN:
- Python
- Pytorch
- Java
- Docker

EXPERIENCED WITH:
- SQL
- C/C++
- R
- Flutter

LANGUAGE SKILLS

- **Italian:** mother tongue
- **English:** full proficiency (TOEFL iBT: 104/120)
- **German:** basic proficiency

HONORS

BEST FRESHMEN SCHOLARSHIP
Polytechnic University of Milan
September 2018 *Milan, IT*

Awarded merit-based scholarship granted to the best-performing freshmen of the 2017-2018 academic year.