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Education

University of Milano Bicocca

Milan, Italy

M.S. IN COMPUTER SCIENCE

Sept. 2021 - March 2024

- Achieved a final grade of 110/110 cum laude.
- Conducted research for the master thesis titled "Self-Supervised Learning And Model Adaptation For Facial Attribute Classification", emphasizing innovative AI techniques such as self-supervised learning, model adaptation strategies, and dataset quantization to address complexities in analyzing diverse facial features.

University of Calabria Arcavacata, Italy Sept. 2018 - Sept. 2021

B.S. IN COMPUTER SCIENCE

- Graduated with a final grade of 108/110.
- Developed a thesis titled "Dalla visione all'azione: moduli di ragionamento automatico full-stack" ("From Vision to Action: Full-stack Automated Reasoning Modules"), focusing on BrainyBot, a robot capable of solving video games like Candy Crush Saga and Ball Sort Puzzle by interacting with a smartphone screen.

Skills

Al Uncertain knowledge and reasoning, Machine & Deep Learning

Computer Vision Image Processing, Feature Analysis, Semantic Segmentation, Object Recognition, Automatic Annotation

Robot Vision Image Formation, Stereoscopy, Bayesian Filtering, SLAM

Data Analytics Data & Network Analysis, Graph Clustering, NLP, Named-Entity Recognition, Topic Extraction

AI Technical Skills Python, PyTorch, Keras, TensorFlow, OpenCV, Pandas, NumPy, Scikit-learn, Matplotlib, Seaborn, Plotly, Jupyter Notebooks

Other Technical Skills C and C++, Java, R, MATLAB, Perl, Bash, HTML, CSS, JavaScript, Git, Linux, SQL, NoSQL, Agile Methodologies

Languages English, Italian

Honors & Awards_

DOMESTIC AWARDS

July 2021 Best Students 2020 Award, Graduation Day

University of Calabria

Publications

From Vision to Execution: Enabling Knowledge Representation and Reasoning in Hybrid **Intelligent Robots Playing Mobile Games**

20th International Conference on Principles of Knowledge Representation and Reasoning (KR2023)

Co-Author September 2023

• Link to the paper: https://proceedings.kr.org/2023/5/