



## Michele De Vita

Data Scientist

### Contacts

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Github

[github.com/Michedev](https://github.com/Michedev)

### Skills

Programming ●●●●●

Web ●●●○○

M.L. ●●●●○

Angular ●●●○○

TTD ●●●●●

Python ●●●●●

Algorithms ●●●●○

Java ●●●●○

### Languages

Italian ●●●●●

English ●●●●○

Spanish ●●○○○

Machine learning enthusiast with Computer science background and good Statistical knowledge. Very interested in most advanced topics of AI, like Reinforcement learning, meta learning and links between human intelligence and AI.

## Education

### Thesis Erasmus

Sept 2020 - Mar 2021 at DTU, Denmark

Six month Erasmus for my Master Thesis in DTU (Denmark Technical University) supervised by Ole Winther

### Erasmus

Feb 2019 - Jul 2019 at UC3M - Madrid, Spain

- Have passed two exams, Security Engineering and Interaction Design, where the first was in English while the second in Spanish
- Learnt Spanish from zero on-site

### Master Degree in Data Science

Sept 2017 - Now at Florence, Italy

### Bachelor Degree in Computer Science

Sept 2013 - Jul 2017 at Florence, Italy

Thesis was a prototype of indoor positioning Android using the magnetic field of the Earth

## Publications

### Parameterization learning for curve fitting of arbitrary point sequences with convolutional neural networks

2022 at Florence, Italy with Sofia Imperatore and Carlotta Giannelli

### Generalization and Robustness Implications in Object-Centric Learning

Andrea Dittadi, Samuele Papa, Michele De Vita, Bernhard Schölkopf, Ole Winther, Francesco Locatello

## Experiences

### Prediba

2019 at Copenhagen, Denmark

Founded Prediba, a start-up that deliver predictive maintenance to manufacturing companies interested in improve its efficiency via AI and digitalization

### Mentoring at Poste Italiane, Alfamotion

2019 at Florence, Italy

Held Machine Learning courses starting from pre-requirements, to Machine Learning and Deep Learning topics

### Official App SIS2017

Sep 2016 – Jun 2017 at Florence, Italy

SIS is an annual italian statistic conference held in 2017 at Florence. The app guides the user to the talks, events and the building. Since performances weren't critical, the application was developed like a website to code-once and deploy everywhere

## Awards

### 2nd in two Data Science competitions

Feb 2018 and Apr 2018 at Padova, Italy

- Second at a Data Science competition called DataGame at Miriade(company in Padova) where the task was to estimate the click rate of spots [Competition link](#)
- Second place in a Data Science Competition where the task was to predict wine prices given the location and the review [Competition link](#)

### #366 in Hash Code by Google

Feb 2017 at Florence, Italy

The task was to optimize the scheduling of the upload of youtube videos in cache server given all the requests [Link of certification](#)