Michelangelo Conserva

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OBJECTIVE

Graduate student with strong mathematical and computational skills. Curious and proactive person. Passionate about the use of rigorous Machine Learning techniques to innovate fields.

EDUCATION

London, UK
Sept 2019 - Sept 2020

MSc in Computational Statistics and Machine Learning

University College London

- Dissertation on *Kernels for partially ranked data* under the supervision of Prof. Marc Deisenroth and Dr. Sesh Kumar.
- Advanced analytical and computational skills.
- Designed to be both mathematically rigorous and hands-on, the programme covers fundamental aspects of Machine Learning and Statistics.
- Teamwork skills development through intense group courseworks.
- Development of programming skills in Python, R and Matlab.

Rome, Italy
Sept 2016 - July 2019

BSc in Statistics, Economics, Finance and Insurances

University of Rome, La Sapienza

- Graduate with 110 with honours/110.
- Dissertation of *Enforcing cooperation through Reinforcement Learning* under the supervision of Prof. Werner Güth and Prof. Anna Conte.
- Strong mathematical skills with focus on Statistics and Probability.
- Application of Statistical methodologies to Economics (including time series analysis and econometric analysis).
- Statistical analysis using R and Matlab.
- Optional course in Methodologies of Programming using Java.

SKILLS

- Teamwork: acquired through numerous group projects.
- Programming: continous use for over 4 years.
- Statistical modelling: coursework and exams in BSc and MSc.
- Github: active member for over 3 years.
- Latex: continous use for over 2 years.
- Unity: used in free time for over 3 years.
- Report writing: short (data analysis reports for several modules) and long (BSc dissertation).
- Indipendent in time management: wide authonomy in development of BSc dissertation.
- Discipline in self study: coding skill widely developed in free time.

LANGUAGES

Italian
Mother tongue

English
Advanced

PROJECTS

Reinforcement Learning informed by NLP: coursework project on the improvement in performance and data efficiency of RL agents through Natural Language.

Game Development: developed games using Unity (C#) and Unreal game engines (C++). One project is a city traffic builder and simulator with self-driving car. Many other minor projects helped me gaining confidence with the software and C#.

Deep Briscola: remote collaboration to develop a Reinforcement Learning agent to play a card game.

Fungus: developed a software to help mycologists determine fungi's species.

FinancePy: developed a Python package to scrap financial and economic data from free online data provider using low level API. It also includes basic time series analysis and portfolio optimization techniques.

ACHIEVEMENTS

MSc dissertation: selected through an interview based process.

Giochi di Anacleto (Physics Olympics): *first* place in the school (2015), *third* place in the school (2014).

Maths Olympics: first place in the school (2015).

EXTRA CURRICULAR

Volunteering at local youth association *Giovani Tiburtini* to feed and provide human-to-human support to homeless people.

RELEVANT LINKS

LinkedIn: https://www.linkedin.com/in/m-conserva/

Github: https://github.com/MichelangeloConserva