



Piero Rendina

AI Engineer & Computer Science and Engineering graduate

Contact



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PieroRendina



piero-rendina

Soft skills

- Team Working
- Flexibility
- Self-criticism
- Humility
- Adaptability
- Critical Thinking
- Problem Solving

IT skills

Programming

Python, C++, Java, C, MATLAB, HTML
CSS, JS

Libraries

NumPy, Pandas, Seaborn, OpenCV,
Scikit-Image, Pytorch, Scikit-Learn,
TensorFlow

DBMS

SQL, Neo4j, MongoDB,
Elasticsearch, Cassandra

Languages

Italian (native), English (fluent)

Awards

"Best Freshmen" award
"Stellantis Student" award

Interests

- Personal growth
- Motorsports
- Gym training
- Economics

Experience

AI Engineer
Bip S.p.A.

Milan, Italy
Jan 2024 - Current

Master's Thesis Student
HMDrive S.r.l.

Milan, Italy
Mar 2023 - Dec 2023

Development of sensor-fusion and head pose estimation algorithms to support Augmented Reality applications

Education

Master's in Computer Science and Engineering - Artificial Intelligence

Milan, Italy
Sep 2021 - Dec 2023

Polytechnic University of Milan

- Final grade: 110/110 with honours
- Attended the "Become a Consultant with Deloitte" program
- Attended the "Huawei Seeds For The Future" program

Exchange program - Artificial Intelligence
Denmark Technical University

Copenhagen, Denmark
2022 - 2023

Bachelor's in Engineering of Computing Systems
Polytechnic University of Milan

Milan, Italy
2018 - 2021

- Final grade: 109/110.
- Thesis: implementation of an online multiplayer board game in Java, performing extensive testing with JUnit, Mockito

Project contributions

Ad-placement web application

Worked as a Team Leader on an object detection system to recognise sponsored products in movies and store them in a NoSQL database.

Car parts segmentation

Built a model to segment car parts in images using CNN-based neural networks.

Bitcoin price prediction

Implemented, trained and tested LSTM-based neural networks in Tensorflow.

PoliPass app

Creation of an app with the React framework to keep track of people and information about their COVID-19 tests and vaccination status.

ImmunoPoli tracing

Designed and deployed a graph-based database to support a contact tracing application.

Online learning models

Designed bandit algorithms for tackling e-commerce products pricing problems.

EdU text editor

Implemented a text editor in C with multiple Undo/Redo, highly time and memory-efficient.