



Piero Rendina

Computer Science and Engineering MSc. Student

Contact



+39 3317886471



Via Gaspare Aselli, 22, 20133, Milan



pierorendina22@gmail.com



PieroRendina



piero-rendina

Soft skills

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

IT skills

Programming

Python, C++, Java, C, MATLAB, Git

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

Master's Thesis Student

HMDrive S.r.l.

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

Milan, Italy

March 2023 - Current

Education

Master's in Computer Science and Engineering - Artificial Intelligence

Milan, Italy

2021 - Current

Polytechnic University of Milan

- GPA 28.45/30
- Attended the "Become a Consultant with Deloitte" program
- Attended the "Huawei Seeds For The Future" program

Exchange program - Artificial Intelligence

Copenhagen, Denmark

Denmark Technical University

2022 - 2023

Bachelor's in Engineering of Computing Systems

Milan, Italy

2018 - 2021

Polytechnic University of Milan

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

High School Scientific Diploma

Muro Lucano, Italy

Liceo Scientifico "E. Fermi"

2018 - 2021

- Final grade 100/100.

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.