Raffaele Galliera

Ph.D. Student in Intelligent Systems and Robotics Web LinkedIn GitHub Citizenship: Italian Contact Information: rg101@students.uwf.edu +1(541)801-5090 3081 Belle Meade Drive Unit C, Pensacola, Florida, USA

Work Experience

ulletResearch Assistant

08/2021 - Present University of West Florida Institute for Human and Machine Cognition (IHMC) Pensacola, Florida, USA

Achievements/Tasks:

- RL and MARL applications to different network optimization problems
- Presented at NeurIPS and AAAI workshops in 2023
- Accepted into the 29th AAAI/SIGAI Doctoral Consortium at AAAI 2024
- Appointed Member of the NATO IST-194 Research Group on Adaptive Networks at the Tactical Edge
- Containerization of distributed DL/RL applications
- Deployment of DL models at the edge

•Graduate Assistant

08/2020 - 08/2021 University of West Florida Pensacola, Florida, USA

Achievements/Tasks:

- Workshops on memory optimization for undergraduate students and utilization of Jupiter Notebooks for AI projects
- Teaching Assistant (grading and tutoring)
- Achieved 3rd Place at the nationwide competition AI Tracks at Sea

•Software Developer

03/2018 - 08/2020 Enrian Partners Prague, Czech Republic

Achievements/Tasks:

• Full-stack Software Developer

Education

$\bullet \text{Ph.D.}$ - Intelligent Systems & Robotics

08/2021 - Present University of West Florida Pensacola, Florida, USA

•Master's Degree - Computer Science

08/2020 - 08-2021 University of West Florida Pensacola, Florida, USA

Bachelor's Degree - Electronics and Computer Science Engineering 09/2014 - 09/2019 University of Ferrara Ferrara, Italy

Organizations and Achievements

Accepted into the 29th AAAI/SIGAI Doctoral Consortium at AAAI 2024

02/2024

https://aaai.org/aaai-conference/dc-24-program/.

Appointed Member of the NATO IST-194 Research Group on Adaptive Networks at the Tactical Edge

02/2023 - Present

The main objective of this group is to develop a novel network architecture with methods and protocols that can adapt, manage, and control existing radio technologies in heterogeneous networks for increased robustness and optimized planning and use of the available network resources.

Achieved 3rd Place at the national competition "AI Tracks at Sea"

01/2021

This challenge solicited software solutions to automatically generate georeferenced tracks of maritime vessel traffic based on data recorded from a single electro-optical camera imaging the traffic from a moving platform. https://www.doncio.navy.mil

Vice-President and President of the Artificial Intelligence and Data Analysis organization

08/2020 - 08/2022University of West Florida

Publications

Marine Vessel Tracking using a Monocular Camera

06-2021

2nd International Conference on Deep Learning Theory and Applications (DeLTA)

DOI: 10.5220/0010516000170028

An Introduction to Data Encryption and Future Trends in Lightweight Cryptography and Securing IoT Environments

12-2021

(Journal) Transactions on Engineering and Computer Sciences

DOI: 10.14738/tmlai.102.11939

A Machine Learning Approach to the Determination of Value of Information to Operators and Applications on the Tactical Edge

09-2022

2022 International Conference on Military Communication and Information Systems (ICMCIS)

DOI: 10.1016/j.procs.2022.09.015

MARLIN: Soft Actor-Critic based Reinforcement Learning for Congestion Control in Real Networks

05-2023

Presented at the AAAI 2023 Workshop on Reinforcement Learning Ready for Production Published at NOMS 2023 IEEE/IFIP Network Operations and Management Symposium

DOI: 10.1109/NOMS56928.2023.10154210

Learning to Sail Dynamic Networks: The MARLIN Reinforcement Learning Framework for Congestion Control in Tactical Environments

10 - 2023

To be published at MILCOM 2023 IEEE Military Communications Conference (MILCOM)

DOI: 10.48550/arXiv.2306.15591

Learning Collaborative Information Dissemination with Graph-based Multi-Agent Reinforcement Learning

12 - 2023

Presented at the NeurIPS 2023 Workshop on Machine Learning for Systems

DOI: 10.48550/arXiv.2308.16198

Implementation Skills

- Software Development and Software Engineering
- Containerization of RL and ML environments
- Python, C, C++, Java, Haskell, Ruby, SQL, Git
- Proficient in major RL and DL libraries and frameworks such as Gym/Gymnasium, PyTorch, Stable-Baselines, Tianshou, and others

Languages

- English Full Professional Proficiency
- Italian Native or Bilingual Proficiency

Interests

- Artificial Intelligence and Machine Learning
- (Multi-Agent) Reinforcement Learning
- Multi-Agent Systems
- Distributed Systems
- Communication Networks
- Computer Vision
- ML at the Network Edge