Enrico Trombetta

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Work Experience

Jun 2020 - Aug 2020

University of Glasgow - *Research Intern on Knowledge Graphs and Conversational Agents*

I built a linguistics-oriented Knowledge Graph to empower conversational agents by leveraging open datasets. We adopted a mix of Big Data analysis and query tools (Spark, Jena/Fuseki, Lucene/Pyserini), cloud tools (GCE, OKD, Kubernetes), languages (Scala, Python) and NLP models (Huggingface transformers). Supervised by Dr. Jeff Dalton

Jun 2019 - Aug 2019

Morgan Stanley Glasgow - *Software Engineer and Data Analyst Intern*

I collected employee data to cluster their skills proficiency and realised a dashboard for visualization. I realized the frontend in Typescript with ReactJS and D3.js and performed unit and end-to-end testing with Jasmine, the back end in Python with Flask to provide a RESTful endpoint and MongoDB as storage.

Education

Sep 2018 - Aug 2022

University of Glasgow, Glasgow, UK - *BSc Computer Science*

GPA: 18/22 (A5) or 70-80% First-class Honours. As a faster route student I am going to graduate in 3 years rather than 4. Honours courses: Natural Language Processing, Robotics, Programming Languages and compilers, Operating Systems.

Contests and awards

- First place at Glasgow Cyber Defense Exercise (in teams)
- ICPC semifinalist (Nov. 2018, 64th over 120 teams), (Nov 2019, 40th over 120 teams) using C++.
- Cyberchallenge Jeopardy Capture-The-Flag 1st aex-equo place at semifinals and 8th place at finals as Attack/Defense team-based CTF (June 2018).
- Italian Olympiads in Informatics Finalist (Competitive Programming in C++, September 2016).

Projects and extracurricular activity

- Research work on Artificial Intelligence and Morality. Implementation in C++, SWI-Prolog and clingo (https://gitlab.com/erolm_a/lts_2019)
- Mobile AR application to show network topologies, written in Unity (C#) and powered by Google ARCore. (https://github.com/erolm-a/obashi-dataflows)
- Lua-scripted ECS-like Game Engine written in C++ (https://github.com/BoydOrg/BoydEngine)
- Leap motion-driven robotic hand. I improved the state-of-art quality by 70% (2017, https://erolm_a.gitlab.io/project/inframove)