ANDREW AQUILINA

◇ Computational social science, natural language processing, AI fairness ◇

📞 +1 (412) 214-2282 ✉ andrew.aquilina@pitt.edu 🌐 andaqu.github.io

Education

University of Pittsburgh	PA, Pittsburgh
Ph.D. Information Science	**Aug 2024 – present**
Stockholm University	Stockholm, Sweden
M.Sc. Computer and System Sciences, Artificial Intelligence	**Aug 2021 – June 2022**
University of Malta	Msida, Malta
B.Sc. Information Technology, Artificial Intelligence	**Oct 2018 – June 2021**

Awards and Fellowships

SCI Fellowship University of Pittsburgh	**2024 – 2025**
Pathfinder Scholarship Malta's Digital Innovation Authority	**2021 – 2022**
First Class Honours University of Malta	**2021**

Papers

Aquilina, A. and Abela, C. **Predicting links in a social network based on recognised personalities**. In *Proceedings of the 37th ACM/SIGAPP Symposium on Applied Computing*, **SAC '22**, New York, NY, USA, 2022. Association for Computing Machinery.

Aquilina, A., Diacono, S., Papapetrou, P., and Movin, M. **An end-to-end workflow using topic segmentation and text summarisation methods for improved podcast comprehension**, 2023. **arXiv:2307.13394**.

Industry Experience

Loqus Business Intelligence	*San Ġwann, Malta*
AI Engineer	**Sep 2023 – July 2024**

- Led new AI initiatives within the company, including the development of a customer-facing chatbot designed to answer questions related to deliveries.

Sambla Group	*Stockholm, Sweden*
Data Scientist	**Nov 2022 – May 2023**

- Leveraged NLP methods to cluster and summarise vast amounts of textual data to provide key insights for a cost-saving business strategy (30% cost reduction).
- Applied ranking methods to improve the accuracy and NDCG of user-item recommendation systems.

Ascent	*Luqa, Malta*
Junior Data Scientist	**July 2021 – August 2022**

- Contributed to the development of an item recommendation system in collaboration with a high-profile client in the beverage industry.

Junior Software Engineer	**July 2019 – April 2020**

- Assisted with the development and improvement of internal web and mobile applications.

University of Malta	*Msida, Malta*
Junior Software Engineer	**July 2020 – Sep 2020**

- Mentor: Alexiei Dingli
- Developed a game editor using Python, OpenCV, and Unity to assist a game development project within the Department of Artificial Intelligence.

Foundation for Educational Services	*Qormi, Malta*
Centre Coordinator IT Assistant	**July 2018 – Sep 2018**

- Optimised data input processes using Java within an educational centre providing after school services to children.

Service

Conference Reviewer: Discovery Science (2024)

IAESTE Incoming Officer: Assisted foreign students moving to Malta for an internship, ensuring they are kept in contact with their employers and up to date with the required documentation. (2020 – 2021)