

# ANDREW AQUILINA

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## EDUCATION

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### Karolinska Institute

*Graduate-level courses in Digital Health and Entrepreneurship*

Stockholm

*Autumn 2022*

### Stockholm University

*M.Sc. in Artificial Intelligence*

Stockholm

*2021 - 2022*

- Thesis in collaboration with Spotify.

### University of Malta

*B.Sc. in Artificial Intelligence*

Malta

*2018 - 2021*

- Graduated with First Class Honours.

## RESEARCH EXPERIENCE AND PUBLICATIONS

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1. **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 [🔗](#)).
2. **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*, page 1347–1354, New York, NY, USA, 2022. Association for Computing Machinery (ACM [🔗](#)).

## INDUSTRY EXPERIENCE

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### Loqus Business Intelligence

*Artificial Intelligence Engineer*

Remote

*Sept 2023 - Present*

- Leading the development of a customer-facing chatbot designed to answer questions related to deliveries.

### Sambla Group

*Data Scientist*

Stockholm, Sweden

*Nov 2022 - May 2023*

- Leveraged NLP methods to cluster and summarise vast amounts of textual data, providing key insights for a cost-saving business strategy (~30% cost reduction).
- Applied ML ranking methods to improve the accuracy and NDCG of a user-item recommendation system.
- Developed a text generation prototype aimed at streamlining content creation and optimising SEO.

### Ascent Software

*Junior Data Scientist*

Luqa, Malta

*July 2021 - August 2021*

- Contributed to the development of an item recommendation system in collaboration with a high-profile client in the beverage industry. Supported the project and worked closely with the Data Scientist team to achieve the system's objectives.

*Junior Software Engineer*

*July 2019 - April 2020*

- Improved the company's internal website using Angular's web application framework.
- Implemented .NET solutions, including application development using Xamarin.

### University of Malta

*Software Engineer Apprentice — Advisor: Prof. Alexiei Dingli*

Msida, Malta

*Summer 2020*

- 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

*Centre Coordinator IT Assistant*

Qormi, Malta

*Summer 2018*

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

## FEATURED PROJECTS

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### ***persplain*: An explainable text-to-personality recognition model** (HuggingFace [↗](#))

- Predicts Big Five personality traits from textual data, explaining the context specific use of words that led to a given prediction.

### **Gender debiasing the Maltese language** (GitHub [↗](#))

- An investigation at the prevalent gender bias found within the Maltese language.

### **Word network builder for the Daylio journaling app** (GitHub [↗](#))

- Parses exported entries from the Daylio app, providing insights on how words in a journal are used in conjunction with each other, alongside the moods they are associated with.

## AWARDS

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### **Pathfinder Scholarship**

*Issued by Malta's Digital Innovation Authority*

*2022*

- Awarded a scholarship covering tuition fees and living expenses supporting post-graduate studies in the field of Artificial Intelligence.

## EXTRACURRICULARS

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### **International Association for the Exchange of Students for Technical Experience**

*Incoming Officer*

*2021 - 2022*

- Assisted foreign students move to Malta for an internship, ensuring they are kept in contact with their employers and up to date with the required documentation.

### **GEMMA Competition**

*Team Member*

*2021*

- Developed a life simulation game using Vue.js for a government-led gamification project, aimed at imparting financial literacy to young individuals.

### **Junior Achievement Young Enterprise Start-up Program**

*Team Member*

*2019 - 2020*

- Developed a full-stack application which recommends recipes based on a set of ingredients, built using Angular, Python, MySQL, and Docker. Collaborated with students with backgrounds in Business and Commerce.

### **Google Developers Group Hackathon: AI Game Jam**

*Team Member*

*2019*

- Collaborated with a graphic designer to prototype a platformer for a good cause within 45 hours using Unity.

### **Vodafone Foundation Hackathon: "Innovating for Good"**

*Team Member*

*2019*

- Participated in a weekend-long hackathon concerning social inequalities. Developed a mobile application using Flutter, providing a platform for the elderly to connect with their peers and stay updated about local events.

## SKILLS

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- **Programming Languages:** Python, Java, Javascript, C#, C++, SQL, HTML
- **Tools/Technologies:** Git, Tensorflow, Matplotlib, NLTK, L<sup>A</sup>T<sub>E</sub>X, Jupyter, OpenCV
- **Languages:** English (native), Maltese (native), French (limited working proficiency)

*Last updated December 1, 2023*