

Arian Skoki

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in arian-skoki

web portfolio

EDUCATION

University of Rijeka, Faculty of Engineering, Croatia

PhD in Computer Science

MSc in Computer Science

BSc in Computer Science

Oct 2020 –

Sep 2017 – Sep 2019

Sep 2014 – Sep 2017

TECHNICAL SKILLS

Advanced Machine Learning, Data Science, Data Analysis, Data Visualisation, Python

Intermediate Streamlit, Django, Docker, SQL

Basic Linux, React, JavaScript, Deep learning

WORK EXPERIENCE

Faculty of Engineering, University of Rijeka, Rijeka, Croatia

Research & Teaching Assistant

Oct 2020 –

- develop **machine learning** model to estimate injury recovery time, enhancing physiotherapists' predictions with an increase in R^2 from 0.62 to 0.72
- **construct** an **optimization-based** mathematical model to improve football player substitution strategy based on physical characteristics and score change effect
- establish an **analytical** framework for player workload **visualization** using **Streamlit**
- **develop**, **deploy**, and **maintain** a web application to streamline injury data collection for a professional football club improving knowledge sharing and rehabilitation process
- apply **data science** methods for feature-engineering, enabling comprehensive monitoring of football players' in-match physical performance on less detailed datasets
- **collaborate** with fellow researchers and football practitioners across the EU through Erasmus+ (BLISS), SoBigData++, and CEEPUS
- **guide** Riteh Web Team to top prizes in hackathons and development contests
- **organize** meetups, hackathons (Hackathon Ri-Hack), and conferences (Ri-Comp 2024, SSS 2022, SSIP 2021)
- **instruct** courses on Embedded Systems, Operating Systems, and Computer Architecture, consistently earning high student satisfaction scores of 4.6 to 4.8 out of 5
- **speak** at the events and conferences (DSC Europe, MLSA 23, DSC Adria, AI challenges, .debug)
- **mentor** students through competitions (Lumen Developement 2022, STEM Games T-Arena 2022, 2023)

Carrot and Company GmbH, Graz, Austria

Software Developer

Oct 2019 – Aug 2020

- **test** and **develop** internal **Django API** for fast client project generation
- **integrate** local state handling in **Angular** with **GraphQL** which reduced boilerplate code by 60%
- refactor **Docker** scripts for development and deployment, improving workflow efficiency

SCIENTIFIC PAPERS

<i>Building Individual Player Performance Profiles According to Pre-Game Expectations and Goal Difference in Soccer</i> <ul style="list-style-type: none">• <i>Sensors, Special Issue Applications of Body Worn Sensors and Wearables, Volume 24, Issue 5</i>	2024
<i>Revolutionizing Soccer Injury Management: Predicting Muscle Injury Recovery Time Using ML</i> <ul style="list-style-type: none">• <i>Applied Sciences, Volume 13, Issue 10</i>	2023
<i>Extended Energy-Expenditure Model in Soccer: Evaluating Player Performance in the Context of the Game</i> <ul style="list-style-type: none">• <i>Sensors, Volume 22, Issue 24</i>	2022
<i>ML-Based Approach for NFL Defensive Pass Interference Prediction Using GPS Tracking Data</i> <ul style="list-style-type: none">• <i>2021 44th International Convention on Information, Communication and Electronic Technology (MIPRO)</i>	2021
<i>Sopele music dataset</i> <ul style="list-style-type: none">• <i>Data in Brief, Volume 28</i>	2020
<i>Automatic music transcription for traditional woodwind instruments sopele</i> <ul style="list-style-type: none">• <i>Pattern Recognition Letters, Volume 128, str. 340-347</i>	2019

MAJOR ACHIEVEMENTS

Big Bang Camp	1st place in pitch competition with the aim of developing a technology concept and steps to get the product on the market
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OTHER SKILLS AND INTERESTS

Languages	Croatian (native), English (fluent), German (basic)
Interests	Football, Playing the Clarinet & Ukulele, Martial Arts, Dancing, Public Speaking, Entertainment