



Andrea Cortoni

Master Student in Artificial Intelligence

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ABOUT ME

- Currently pursuing a Master of Science in Artificial Intelligence at KU Leuven, Belgium.
- Energetic, cross-cultural Electronic Engineer from Polytechnic of Turin.
- Highly creative and open minded student, with optimal interpersonal skills to cooperate and lead cross-functional teams within diverse environments.
- Highly capable of working in teams.
- Deeply interested in the field of Artificial Intelligence and Software Development.
- Creative and innovative with continuous aim to surpass set objectives.
- Ability to produce consistently accurate work even whilst under pressure.
- Willing to always learn new things.

PROFESSIONAL SKILLS

Technical Skills: Python, Scala, Javascript, Java, Docker, MongoDB.

Web Development: Frontend: React, Backend: NodeJS, Flask, Django.

Languages: Mother Tongue: Italian, Fluent in English, Beginner level in Chinese and Dutch

WORK EXPERIENCE

Software Engineering Intern, TESLA, Tilburg, Netherlands

Sept 2018-
March 2019

- Programming languages and technologies: Python, React, Django, Keras/ Tensorflow, Scikit-Learn, MongoDB.
- Worked on multiple projects involving the application of technologies like:
 - Convolutional Neural Networks
 - Automated Machine Learning
 - Full stack development
 - Data analysis

Software Engineering Intern, IBM, Brussels, Belgium

July-Sept 2018

- Programming languages and technologies: Python, Javascript, React, Flask, Natural Language Toolkit
- Worked on bringing automation in talent acquisition processes.
- Applied data science techniques as well as built RESTful APIs to automate different processes in human resources.

Embedded Software Development Intern, ISMB, Turin, Italy

March-June 2017

- Programming languages and technologies: C/C++
- Worked in a team developing technologies for IoT
- Extended the firmware of a rover system for supporting the use of UWB module for indoor localization, instead of GPS module.

PROJECTS AND COMPETITIONS

Deep Reinforcement learning for Multi Agent systems

February-April
2019

- Programming languages and technologies: Python, Tensorflow, openCV, Keras, Reinforcement Learning, Residual CNN, MAS Coordination.
- Developed Deep RL algorithm for a multi agent Pursuer/Evader setting.

Viw

November-
December 2018

- Programming languages and technologies: Scala
- Developed a plugin for Atom (text editor) integrating Vi(m) like editing commands.

Dots and Boxes

March-June 2018

- Programming languages and technologies: Python, TensorFlow, Deep Learning
- Designed and implemented DQN algorithm for self play learning of game Dots and Boxes

Datathon KU Leuven

February 2018

- Programming languages and technologies: Python, Sci-Kit Learn, Pandas, Numpy
- Analysis of datasets related to measurements taken from cyclist and their bikes during training rounds and races.

Google Hash Code (KU Leuven hub)

April 2018

- Programming language and technologies: Python
- Built an algorithm with the aim of handling a scheduling system for a fleet of self-driving vehicles, assigning the rides to vehicles, so that riders get to their destinations on time.

EDUCATION

Master of Science in Computer Science, Specialization in AI

2017-2019

Leuven, Belgium
KU Leuven

Bachelor of Science in Electronic Engineering

2014-2017

Turin, Italy
Polytechnic of Turin

Bachelor of Science in Information Technology Engineering

2015-2016

Shanghai, China
Tongji University

EXTRA ACADEMIC ACTIVITIES

PEG

- Participated for two consecutive years to the PEG (Parlamento Europeo Giovanile / European Youth Parliament) project. The project consisted into the simulation of a European Parliament meeting. During the event itself, small delegation of selected students were asked to debate about a certain topic/problem, trying to find a plausible solution for it by presenting real data and facts to support our thesis.