Daniele Pace

11/06/1996
AI ENGINEER

CONTACT ME AT:

email - danielekpace@gmail.com

www.danielepace.tech

www.linkedin.com/in/daniele-k-pace/

Hiking, Climbing, Cinema, Reading, Space ...

There's no such thing as a "tech person" in the age of AI

WORK EXPERIENCE

Full-Time, January 2021 - present
Information Technology Developer at **Manteia**

Working on projects related to NLP (semantic and machine learning analysis).
Building of a **microservices** architecture **pipeline** for data ingestion and machine learning analysis (document classification and data extraction), deployed on **AWS**.

Contract, November 2021 - February 2022
Fellow AI Engineer at **Pi School** (**Pi Campus**)

Granted a scholarship to work on a **semantic search system**, improving user experience with contextual suggestions using transformers and different embeddings techniques.
Development and deployment on **AWS** of a semantic search engine.

EDUCATION

Politecnico di Torino

Master of Science in Computer Engineering, Data Science
Turin, Italy. September 2018 - July 2021
Core subjects: Data Science, Network and Distributed Programming, Software Engineering
Final Grade: 110/110

Aalto University

Master Thesis + Two Semesters of Courses
Exchange studies in Computer Science department
Helsinki, Finland. September 2019 - Present

Thesis Topic: *Nonlinear climbing video indexing*
Thesis Advisor: Jaakko Lehtinen (Nvidia)
Core subjects: *Artificial Intelligence, Computer Vision, Deep Learning*
Course grade average: 4.83/5

Politecnico di Torino

Bachelor of Science in Media Engineering
Turin, Italy. September 2015 - September 2018

Core subjects: Image and Video processing, Computer Network, Interactive Media
Final Grade: 106/110

RELEVANT PROJECTS (MORE ON DANIELEPACE.TECH)

- semantic search engine, development and deployment on AWS, using transformers (for contextual suggestions) and word2vec for single concept suggestions

- NLP pipeline (document classification and data extraction), data wrangling and modelling i.e. unsupervised cluster combined with different ML models, and fixed semantic rules.

- client server, web-based application for nonlinear video retrieving and exploration exploiting Human Pose Estimation (final master thesis)