■ michelsanti.daniel@gmail.com | 🏕 danmic.github.io | 🛅 danielmichelsanti | 🖫 Daniel Michelsanti

Deep learning enthusiast. Dealing with speech processing and computer vision while enjoying hygge in Denmark. Currently working on a project regarding audio-visual speech enhancement.

## **Experience**

Aalborg University (AAU) Aalborg, DENMARK

RESEARCH ASSISTANT Sep 2020 - Present

• Project: Analysis of acoustic signals for industry 4.0 applications.

**Universitat Pompeu Fabra (UPF)** Barcelona, SPAIN

VISITING RESEARCHER

· Collaboration with the image processing and the music technology groups.

Research on deep learning applied to speech reconstruction from silent videos.

**Aalborg University (AAU)** Aalborg, DENMARK

TEACHING ASSISTANT Sep 2018 - Dec 2018

· Course: Machine learning.

**Aalborg University (AAU)** Hjørring, DENMARK

STUDENT TEACHER Jan 2016 & Jan 2017

· Organisation of the workshops and the activities for the students interested in learning the Italian language during the SprogCamp 2016 and the SprogCamp 2017 at Hjørring Gymnasium.

Bang and Olufsen A/S (B&O) Struer, DENMARK

MACHINE LEARNING INTERN Sep 2016 - Dec 2016

· Design and implementation of a multimodal identification system based on machine learning techniques.

Aspasiel Terni, ITALY

Oct 2012 - Dec 2012 ALGORITHM DEVELOPMENT INTERN

· Implementation of an algorithm for production scheduling to be used at Acciai Speciali Terni, the market leader of flat rolled stainless steel products in Italy.

#### **Education**

Aalborg University (AAU) Aalborg, DENMARK

PhD Fellow Sep 2017 - Aug 2020

- Project: Deep-learning-based audio-visual speech enhancement.
- Supervisors: Prof. Zheng-Hua Tan and Prof. Jesper Jensen.

Aalborg University (AAU) Aalborg, DENMARK

MSc in Vision, Graphics and Interactive Systems - GPA: 11.5/12

Sep 2015 - Jun 2017

• Thesis Title: Generative adversarial networks for speech processing. · Supervisor: Prof. Zheng-Hua Tan.

### Università degli Studi di Perugia

Perugia, ITALY

BSc in Computer and Electronic Engineering - Final Grade: 110/110 cum laude

Sep 2009 - Feb 2014

Sep 2019 - Dec 2019

- Thesis Title: Sorting algorithm implementation to optimise the input sequence of the annealing and pickling line at Acciai Speciali Terni.
- · Supervisor: Prof. Emilio Di Giacomo.

### Liceo Classico Jacopone da Todi

Todi, ITALY

LICEO CLASSICO (HIGH SCHOOL EQUIVALENT) - FINAL GRADE: 100/100

Sep 2004 - Jul 2009

· Humanistic studies.

## **Publications**

Michelsanti, D., Tan, Z.-H., Zhang, S.-X., Xu, Y., Yu, M., Yu, D. and Jensen, J. "An overview of deep-learning-based audio-visual speech enhancement and separation". arXiv preprint arXiv:2008.09586. 2020.

Michelsanti, D., Slizovskaia, O., Haro, G., Gómez, E., Tan, Z.-H. and Jensen, J. "Vocoder-based speech synthesis from silent videos". Proceedings of Interspeech (to appear). 2020.

**Michelsanti, D.**, Tan, Z.-H., Sigurdsson, S. and Jensen, J. "Deep-learning-based audio-visual speech enhancement in presence of Lombard effect". Speech Communication, 115, pp.38–50. 2019.

Michelsanti, D., Tan, Z.-H., Sigurdsson, S. and Jensen, J. "Effects of Lombard reflex on the performance of deep-learning-based audio-visual speech enhancement systems". Proceedings of ICASSP, pp.6615–6619. 2019.

**Michelsanti, D.**, Tan, Z.-H., Sigurdsson, S. and Jensen, J. "On training targets and objective functions for deep-learning-based audio-visual speech enhancement". Proceedings of ICASSP, pp.8077–8081. 2019.

**Michelsanti, D.**, Tan, Z.-H., Sigurdsson, S. and Jensen, J. "Conditional generative adversarial networks for speech enhancement and noise-robust speaker verification". Proceedings of INTERSPEECH, pp.2008–2012. 2017.

Michelsanti, D., Ene, A.-D., Guichi, Y., Stef, R., Nasrollahi, K. and Moeslund, T. B. "Fast fingerprint classification with deep neural networks". Proceedings of VISIGRAPP, pp.202–209. 2017.

Arbués-Sangüesa, A., Ene, A.-D., Jørgensen, N. K., Larsen, C. A., **Michelsanti, D.** and Kraus, M. "Pyramid algorithm framework for real-time image effects in game engines". Interactivity, Game Creation, Design, Learning, and Innovation, pp.289–296. Springer, Cham. 2016.

# Conferences, Workshops and Summer Schools

2020	MLSP, Virtual participation.	Espoo, FINLAND
2020	ICASSP, Virtual participation.	Barcelona, SPAIN
2019	<b>DLBCN</b> , Poster presentation.	Barcelona, SPAIN
2019	ICASSP, Poster and oral presentation.	Brighton, U.K.
2019	AMLD, Poster presentation.	Lausanne, SWITZERLAND
2018	MLSP, Participation.	Aalborg, DENMARK
2018	Summer school on advanced topics in machine learning, Participation.	Copenhagen, DENMARK
2018	<b>ICVSS</b> , 150 selected out of 557. Poster presentation. Winner of the reading group competition.	Punta Sampieri, ITALY
2017	Winter school on signal processing for hearing assistive devices, Participation.	Aalborg, DENMARK
2017	INTERSPEECH, Poster presentation.	Stockholm, SWEDEN
2017	VISIGRAPP, Oral presentation.	Porto, PORTUGAL
2016	SPLINE, Participation.	Aalborg, DENMARK
2016	The Innovation Camp powered by Bang and Olufsen, Participation.	Struer, DENMARK
2016	ArtsIT, Oral presentation.	Esbjerg, DENMARK

### Talks and Lectures \_\_

2020	Audio-visual speech enhancement based on deep fusion, Aalborg University.	Aalborg, DENMARK
2019	Audio-visual speech enhancement for hearing assistive devices, Universitat Pompeu Fabra.	Barcelona, SPAIN
2018	Audio-visual speech enhancement for hearing assistive devices, Oticon A/S.	Copenhagen, DENMARK
2018	Audio-visual speech enhancement based on deep fusion, Aalborg University.	Aalborg, DENMARK

#### **Academic Service**

**Reviewer** for: Computer Modeling in Engineering & Sciences, Tech Science Press; Computer Speech & Language, Elsevier; IEEE Access; IEEE/ACM Transactions on Audio, Speech, and Language Processing; IEEE Signal Processing Letters; Neural Networks, Elsevier.

#### **Additional Information**

Languages Italian (Native Speaker), English (Full Professional Proficiency), Danish (Elementary Proficiency).

**Programming** Python (PyTorch, Tensorflow), MATLAB.

**Writing and Presentation** LATEX, Word, PowerPoint.

**Professional Membership** IEEE - Denmark Section (Student Member). ISCA Speech (Member).

**Photo and Video Editing** Affinity Photo, OmniGraffle, iMovie.

**Driving License** Danish kørekort (Categories: AM/B/LK/TM).

**Hobbies** Photography, cooking, board games.