

Davide Franzoso



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🖱 https://davide1536.github.io/personal_website/about_me.html

Education

09/2020 – present **Master's degree**, *Università degli studi di Padova*
Padua, Italy

09/2017 – 07/2020 **Bachelor's degree**, *Università degli studi di Ferrara*
Ferrara, Italy

Skills

- | | |
|--------------------------|-----------------|
| • Java | • Python |
| • Bash | • Latex |
| • Linux | • Tensorflow |
| • Keras | • PyTorch |
| • Reinforcement learning | • Deep learning |

Internship

03/2023 – present **Master's degree internship**, *Embodied AI internship*
Padua, Italy
In this work, I have designed and evaluated solutions for embodied AI. Embodied AI is born from the idea that true intelligence emerges from interacting with the environment. With this idea in mind, I've developed a system that navigates inside a simulator (habitat-sim), and as a task, it must find an instance of a particular object (e.g. find the chair). This problem was solved using reinforcement learning algorithms such as PPO/DDPPO. Moreover, I've implemented a neural networks pipeline (???) using machine learning libraries such as PyTorch. In this internship, I've also learned to use MLOps tools like Weight & Biases. This tool was used to save and register the results and the configuration of a particular run.

02/2020 – 09/2020 **Internship for bachelor's degree**, *Wep application internship*
Ferrara, Italy
This work was about designing and developing a web app for the menopause and osteoporosis center of Ferrara. This internship was done with a team of 3 people, which was very useful to create the ability to work in a group. In this internship, I've used several technologies such as Laravel, PHP and javascript.

Languages

English

B2

Italian

Profile

I am a computer science student (master's degree) in Padua. I am interested in artificial intelligence and robotics. I would like to apply my knowledge to practical problems but also continue to study and stay updated on the latest technologies.

Interests

Books (*fictions and essays*), **Videogames** (*development and gameplay*), **Sports, Space, Artificial intelligence field, Robotics**