Elisabetta Fedele

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Education

Sep 2021 - Master in Computer Science, ETH Zürich

- present o Major in Machine Intelligence and Minor in Theoretical Computer Science.
 - o Courses: Algorithmic Game Theory, Algorithms Lab, Randomized Algorithms and Probabilistic Methods, Graph Theory, Computational Intelligence Lab, Generative Visual Models, Advanced Machine Learning, Machine Perception, Computer Graphics, Computer Vision, NLP.
 - o Anticipated graduation date: May 2024 (with the possibility to extend the student status until September 2025).

Sep. 2018 - Bachelor in Computer Systems Engineering, Politecnico di Milano

- o Final grade: 110/110 cum laude.
- O Selected courses: Probability and Statistics, Mathematical Analysis I and II, Linear Algebra, Algorithms and Principles of Theoretical Computer Science, Software Engineering.

Research Experience

Jul. 2023 - Research Intern, EPFL

- Sep. 2023 $\,\,_{\odot}$ Advised by Prof. Alessandro Chiesa and part of Compsec Lab.
 - I worked on the time-space tradeoff of the sumcheck protocol.
 - o I found a new algorithm that, by interpolating between the best time-efficient and the best spaceefficient algorithms, greatly improves the practical performance of the protocol.

Mar. 2023 – Semester Project Student, Google Zürich

- Jun. 2023 $\,\,$ $\,$ Co-advised by Dr. Francis Engelmann, Dr. Federico Tombari, and Prof. Marc Pollefeys.
 - o We leveraged the capabilities of CLIP to expand the task of 3D instance segmentation to an Open-Vocabulary setting.
 - Resulted in a publication at NeurIPS 2023.

Publications

Ayca Takmaz*, Elisabetta Fedele*, Robert W. Sumner, Marc Pollefeys, Federico Tombari, Francis Engelman. OpenMask3D: Open-Vocabulary 3D Instance Segmentation. Advances in Neural Information Processing Systems (NeurIPS), 2023.

Dimitri Von Rütte*, Elisabetta Fedele*, Jonathan Thomm*, Lukas Wolf*. FABRIC: Personalizing Diffusion Models with Iterative Feedback. Under review, 2023.

Teaching Experience

Feb. 2023 - Machine Perception, ETH Zürich

Aug. 2023 • Authored lecture notes for the course.

Sep. 2020 - Fundamentals of Computer Science, Politecnico di Milano

Jan. 2021 • Tutored an undergraduate class of 250 students during the coding laboratory.

Academic Projects

Sep. 2022 - Ray tracing renderer, ETH Zürich

Dec. 2022 O I implemented a ray tracing renderer in C++ for the course of Computer Graphics.

^{*} authors contributed equally

- May 2022 Sentiment Analysis of Tweets, ETH Zürich
 - Jul. 2022 Group project for the course of Computational Intelligence Lab.
 - We compared performance of BERTweet, LSTM on Word2Vec embeddings and FastText and we finetuned BERTweet to achieve an accuracy of 92.04%.
 - Ocode available here.
- Apr. 2022 3D Human Pose and Shape Estimation from RGB Images, ETH Zürich
- Jun. 2022 Group project for the course of Machine Perception.
 - We implemented a modified version of PARE in PyTorch, with a HR-NetV32 backbone, achieving an error of 57.5 PA-MPJPE.
 - O Report available here.

Honors & Awards

- 2023 NeurIPS 2023 Scholar Award, NeurIPS
- 2023 Summer@EPFL Fellowship, EPFL
- 2022-2023 Scholarship for Sardinian students, Regione Sardegna
- 2020-2021 Merit-Based Scholarship, Politecnico di Milano
 - 2019 Scholarship for Sports Merits, Politecnico di Milano
 - 2019 Best Freshmen Prize, Politecnico di Milano

Languages and Skills

Languages: Italian (native), English (fluent), French (basic), German (basic).

Computer Skills: Python, Java, C, C++, MATLAB, Git, LATEX, PyTorch, TensorFlow,

Open3D.

Extracurricular activities

2022 - present Sailing Instructor Diploma - Level I, Italian Sailing Federation

2006–2019 Professional Optimist and 420 sailor, Cagliari/Mandello del Lario

- O Member of the Italian Sailing Team from 2012 to 2019.
- O Competed in 6 World Championships and in 4 European Championships.
- O Awarded Best Italian Female Sailor by Tutto Vela for the year 2014.