

FEDERICO FIORIO



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[Federico Fiorio | Tableau](#)



About me

As a passionate computer science major, I am dedicated to staying up-to-date with the latest tech advancements and learning new programming languages. My main interests are **data science, machine learning, data engineering, and big data**. With a strong analytical mindset and attention to detail, I excel in meticulously analyzing complex problems and extracting meaningful insights from data. Fueled by curiosity, I continuously seek knowledge and innovative approaches to tackle challenges in data science. During my free time, I enjoy tinkering with personal projects and engaging in sports activities, striking a balance between enjoying life and maintaining a strong commitment to developing my skills.

Work Experience

10/2023 – Current

Management Solutions | Milan, Italy

Data Engineer Consultant

International consultant company, working mainly for financial institutions and banks.

- Pivotal role in managing and maintaining a intricate web of data processes, establishing expertise in the orchestration of information through **IBM DataStage**
- **Proficient in SQL**, leveraging its power to craft intricate queries, enhance database performance, and extract valuable insights
- Collaborated closely with cross-functional teams to establish and enforce **data governance** policies
- Elevated **data quality** standards through rigorous scrutiny and enhancement processes

02/2021 - 05/2021

Dilium s.r.l. | Italy

Internship R&D

IT-centered company that develops personalized solutions for clients with focus on AR, VR and web applications.

- Conducted extensive research on deep fakes and Generative Adversarial Networks (**GANs**) architecture
- Maintained a strong focus on ethical considerations and responsible use of GANs technology during the research process

Skills

Machine learning fields: NLP, Membership inference attacks to text-to-image models, generative AI (deepfakes)

Machine learning frameworks: Scikit-learn, Pytorch, Tensorflow

Programming Languages: Python, Java, Golang, C, C#, Javascript

DBMS – ETL: SQL Server, IBM InfoSphere DataStage

Big data processing: Pyspark

Versioning control: Git

Data Visualization: Tableau

Google Cloud Platform: Studying for ML certification (Vertex AI, AutoML, Tensorflow)

Education

10/2021 - 10/2023

Master Degree in Computer Science | Università degli studi di Milano, Milan

- Thesis on Membership inference attacks on text-to-image models
- Advanced machine learning theory and algorithms
- Sentiment analysis
- Algorithms for massive datasets
- Diffusion models for text-to-image generation

09/2022 - 02/2023

Erasmus + | University of Copenhagen, Copenhagen

- Computer vision traditional algorithms and CNNs
- LLM theory and practice
- Portfolio management and data analysis

10/2018 - 10/2021

Bachelor Degree in Computer Science | Università degli studi di Milano, Milan

- Thesis on generation of deepfakes through analysis and study of various python libraries
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Personal projects

- Published an infinite runner game called "Spaceship Mayhem" on the Play Store in 2020
 - Utilized BoardGamesGeek website to predict the complexities of rule books in the context of board games, leveraging important features and data analysis techniques.
 - Implemented various algorithms such as Apriori, PCY, Multi-Hash, Multi-Stage, and SON for finding frequent itemsets in big datasets using Twitter APIs
 - Procedural content generation in Unity, focusing on the automated generation of trees in a 3-D environment, AI applied to videogames.
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Communication

Italian - Mother tongue

English - C1