

# Federico Izzo

MACHINE LEARNING ENGINEER - MLOPS ENGINEER

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## Skills

<b>Programming</b>	Python (expert), Bash (proficient), C (intermediate), TS/JS (intermediate), Rust (beginner), Java (beginner).
<b>Python Lib</b>	PyTorch, Numpy, Pandas, Scikit Learn, Matplotlib, xarray, SciPy.
<b>Misc</b>	Linux (expert), Docker (proficient), SQL (proficient), Git (proficient), Airflow (inter.), Kubernetes (beginner).
<b>Languages</b>	English (professional working proficiency), Italian (native).

## Work Experience

### Machine Learning Engineer

Trento, Italy

BRUNO KESSLER FOUNDATION

Jan 2020 – now

- Built a tool for the abstraction of the usage of containerization for the lifecycle of a Deep Learning model inside SLURM environments.
- Developed hyper-resolution (300m to 10m) deep convolutional networks for Sentinel-2 UAV images.
- Started experiencing with Kubernetes and other SOTA tools for DevOps and MLOps world.

### Machine Learning Engineer

Trento, Italy

BRUNO KESSLER FOUNDATION

Jan 2020 – Jan 2021

- Deployed a full production pipeline of ~ 80 docker containers with Apache Airflow for predictive models in the field of agriculture.
- Devised time-series regressor with Recurrent and Convolutional Neural Networks for estimation of ripening of a plant.
- Designed solutions for the integration of georeferenced data using GDAL/GIS suite.

## Education

### Master's degree in Artificial Intelligence Systems - Computer Vision path

Trento, Italy

UNIVERSITY OF TRENTO

Sep 2021 – Exp: Sep 2023

### Bachelor's degree in Computer Science

Trento, Italy

UNIVERSITY OF TRENTO

Sep 2018 – Jul 2021

- Grade: 110/110. GPA: 4.0.

## Projects

### Camera Pose Estimation ↗

ML, DL, COLMAP, Python

TEAM LEADER

- Proposed a dataset generation pipeline through structure from motion techniques: mapped an entire floor of 700m<sup>2</sup>.
- Implemented deep learning models for absolute and relative pose estimation with mean absolute error of 1.3m on the custom dataset.
- Created a FastAPI application to deploy the final model on a Bootstrap Vanilla JS frontend.

### Domain Adaptation ↗

ML, DL, DA, Python

TEAM LEADER

- Tested SOTA technique for the domain adaptation task in the field of Computer Vision.
- Proposed a DL model with original contributions increasing general accuracy of ~ 2% during the domain change.
- Generated a modular development environment for the Adaptiope dataset.

### Eating Planner for Organized Creature ↗

TypeScript, NestJS, MongoDB, CI, CD

TEAM LEADER

- Developed a Node.js FoalTS REST API to arrange a meal planner based on user preferences using a MongoDB storage with more than 5000 recipes.
- Designed a responsive Bootstrap Web App to interact with the REST API.
- Implemented a pipeline for continuous integration (Travis CI and GitHub Actions) and continuous deployment (Heroku).

### File Analyzer ↗

C, Unix, SystemProgramming

TEAM LEADER

- Built a multi-process and multi-thread solution in C that is able to analyze 51 files/seconds and produce statistics on top of them.
- Worked with low-level API of UNIX structure.