# Filipe Gama Batista

ei12068@fe.up.pt • https://paginas.fe.up.pt/ei12068

### EDUCATION Universidade do Porto, Porto, Portugal

Sep 2012 - Jul 2017

Master of Science (M.S.) in Informatics and Computing Engineering

- Final grade: 16/20.
- Relevant coursework: Object oriented programming, web programming, computer graphics, networks, operating systems, software engineering, AI, data mining.
- Thesis: Using Named Entity Recognition for relevance detection in social network messages. 18/20

#### Leiden University, Leiden, Netherlands

Feb 2016 - Aug 2016

Master of Science (M.S.) in Computer Science

 Relevant coursework: Machine learning - neural networks, bayesian networks, information retrieval, programming systems in AI.

# WORK EXPERIENCE

### Research Fellowship Holder, CRACS - INESC TEC Porto

Oct 2016 - Ongoing

Research Fellowship Holder on an FCT-funded project under the UT Austin Portugal Program to develop a system able to automatically filter social media information that is potentially relevant to a general audience. The system relies on machine learning algorithms trained on Tweets and Facebook Posts retrieved by a crawler and manually classified by humans through the CrowdFlower platform.

### Lead web developer, Chiivi

Jul 2015 – Oct 2015

Developed back-end in an international project to build a website to help people achieve their goals (www.chiivi.com). The engine was developed around a model-view-controller (MVC) architectural pattern with **Laravel 5** and **PostgreSQL**. The daily conference meetings to manage ongoing developments and explore new avenues followed the **Scrum** framework.

# SCIENTIFIC PAPERS

# 18th EPIA Conference on Artificial Intelligence (accepted for publication)

2017

Filipe Batista and Álvaro Figueira. The complementary nature of different NLP toolkits for Named Entity Recognition in social media

## DATA SCIENCE PROJECTS

Named Entity Recognition toolkit ensemble,2017 - Scientific research on different Named Entity Recognition tools on social media texts and their complementary nature. Creation of an ensemble of tools for Named Entity Recognition on social media. Java, Python, R.

**Credit risk prediction**, 2016 - Descriptive and predictive data mining to predict successful loans for a bank case study. First place on a kaggle competition among the students of the class. Data mining, R, RapidMiner. M.S. course grade: 17/20.

**E-mail spam detection**, 2016 - Comparison study on three machine learning algorithms (naive bayes, support vector machines, and k-nearest neighbors) for e-mail spam classification. Text mining, RapidMiner. M.S. course grade: 16/20.

### WEB PROJECTS

**Search Engine**, 2016 - **web crawler** and minimalistic **search engine**. Information Retrieval UNIX, C/C++ . M.S. course grade: 8/10.

**Rios+**, 2015 - **Website** to monitor the health of rivers with indexes calculated from geolocated forms submited by experts. Ruby, PostgreSQL. M.S. course grade: 19/20.

**Venn**, 2014 - **Social network** where circles of friends share posts, images and videos. Smarty, PHP, Javascript, CSS/HTML, PostgreSQL, Responsive design. M.S. course grade: 19/20.

Polly, 2013 - Website where users create polls and share them with other people. Integration with Facebook and Google Charts. Security best practices with salted hashing. PHP, Javascript, CSS/HTML, PostgreSQL, Responsive design. M.S. course grade: 18/20.

### **MOBILE PROJECTS**

PinBuster, 2016 - Cross-platform mobile app (Android, iOS and Windows Phone) to leave public messages for people located nearby. Integration with Google Maps and Facebook. Xamarin, C#. M.S. course grade: 17/20.

FreeFall, 2014 - Android game in which users seek to successfully land a spaceship approaching the Earth from outer .space. Implemented the laws of physics and newtonian mechanics. Java, Android, XML. M.S. course grade: 19/20

**HONORS** & AWARDS British Institute of Braga, Braga, Portugal. C2 level.

2012

Companhia da Música, Braga, Portugal

Merit in grade 5 Piano

LANGUAGES Portuguese: Native language. English: Fluent. Spanish: Basic.

2009

INTERESTS

Programming, artificial intelligence, classical music.