Filippo Caliò
Data Science Student

I am currently studying at KTH, in Stockholm, and the opportunity to put all the theory I have learned over the past few years into practice excites me greatly. Since I was a young, technology has always been a passion of mine, and I have always been intrigued about and fascinated by the world of computers and the Internet. I have excellent planning and time management skills, and I'm also very motivated, tenacious, and pleasant. I have acquired abilities like teamwork and leadership through the several university projects: my six-person team and I worked on a university project to figure out how to dynamically measure the level of work engagement among blue-collar workers at the Italian company A2A.

Contact

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Relevant Courses

- Artificial Neural Networks and Deep Learning
- Machine Learning
- Recommender Systems
- Computer Vision and Image Analysis
- Data Intensive Computing
- Databases
- Uncertainty in AI

Extracurricular Activities

- **EIT Digital Student Ambassador**
- **Volunteer** with Plastic Free Onlus
  I gained the ability to be patient and finish a tough and long task.
- **Steward** at San Siro Stadium
  I learned how to relate to the public.

Languages and Skills

Italian - *Native*; **English -** *Advanced*

C, Python, HTML, Java, SQL, VHDL

Team Leadership and Team Working

Interests

Smart cities, drones, reading, bike touring, astronomy, chess, music

Education

SEP. 2021 - ON GOING
MSc Data Science - EIT Digital Double Degree Program
First year: **Politecnico di Milano** (Milan, Italy) - Second year: **KTH** (Stockholm, Sweden)

JULY 2022
Summer School: AI in Financial Services
Two weeks of Summer School focused on technologies applied to FinTech: Artificial Intelligence, Machine Learning, Data Science and Computational Intelligence.

SEP. 2018 -JULY 2021
BSc Computer Science and Engineering
Politecnico di Milano (Milan, Italy)

Projects

DEC. 2021 - FEB. 2022
Time Series Forecasting (Python, Tensorflow, NumPy, Pandas)
The goal of the project was to design and implement forecasting models to learn how to exploit past observations in the input sequence to correctly predict the future.

OCT. 2021 - JAN. 2022
Web App Development (Java, MySQL, HTML)
Coded a website that simulates a Telecommunication company that creates packages of services to sell to customers.

OCT. 2021 - JAN. 2022
Image Recognition with CNNs (Python, Keras, Numpy, Pandas)
The objective of the project was to create a Deep Learning model able to correctly classify leaves images.

MAR. 2021 - JULY 2021
Videogame (Java)
Designed, developed, and tested (with JUnit) in a group of three an online videogame inspired by the physical boardgame "Master of Renaissance".

JULY 2020 - SEP. 2020
Text Editor (C)
Coded and tested a line text editor (like *ed*) with some functions, such as delete, print, change, undo and redo.

Work Experiences

APR. 2016 -ON GOING
Private Lessons Teacher
I helped some students in studying scientific subjects (Mathematics, Physics, and Informatics) twice a week. Thanks to this experience, I developed my capacity for patience and became better at clearly communicating ideas and concepts.

JULY 2017 - AUG. 2017
E-Commerce Specialist
I was the person in charge of managing the ecommerce section of a website. (starpizza.org)