



Contact

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Education

SEP. 2021 - ON GOING

MSc Data Science - EIT Digital

Double Degree Program:

- Politecnico di Milano (Milan, Italy)
- KTH (Stockholm, Sweden)

JULY 2022

Summer School: AI in Financial Services

ELTE University (Budapest, Hungary)

SEP. 2018 - JULY 2021

BSc Computer Science and Engineering

Politecnico di Milano (Milan, Italy)

Relevant Courses

- Artificial Neural Networks and Deep Learning
- Machine Learning
- Recommender Systems
- Statistics
- Databases
- Algorithms and Data Structures
- Uncertainty in AI

Languages and Skills

Italian - Native

English - Advanced

C, Python, HTML, Java, SQL, VHDL

Team Leadership and Team Working

Filippo Calio

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.

Projects

○ JUNE 2022 - JULY 2022

PC Configuration Telegram Bot (Python)

Created a Telegram bot for a client who contacted me on Fiverr.com, a freelance services marketplace. The bot helps people to configure a PC with all required components, hosting it using EC2 (AWS).

○ 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. 2022 - JUNE 2022

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)

Extracurricular Activities and Interests

○ JAN. 2021 - SEP. 2022

Volunteer with Plastic Free Onlus

○ APR. 2018 - SEP. 2020

Steward at San Siro Stadium

Interests: smart cities, reading, bike touring, astronomy, chess, music

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