Giuseppe Attanasio

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Date of Birth: 19/01/1995
Nationality: Italian

EDUCATION

POLITECNICO DI TORINO
PhD in Department of Control and Computer Engineering
2018 - | Torino, IT
Title: Industrial Machine Learning

POLITECNICO DI TORINO
MD in Computer Engineering
Data Science track
2016 - 2018 | Torino, IT
Grade: 110/100 *cum Laude*

POLITECNICO DI TORINO
BD in Computer Engineering
2013 - 2016 | Torino, IT
Grade: 110/110

LICEO SCIENTIFICO PNI
High School Diploma
2008 - 2013 | Castrovillari, IT
Grade: 100/100

SKILLS

PROGRAMMING
Good level:
C • C++ • Java • Python
Familiar:
C# • JavaScript • PHP • Matlab • SQL
Scripting with:
Bash • Awk

DEVELOPMENT PLATFORMS
Good understanding:
Linux • Windows Desktop • Android • Unity 3D
Familiar:
Amazon AWS • iOS

EXPERIENCE

KUPATA S.R.L. | Co-founder, shareholder
Nov 2016 - | Torino, IT
Kupata is a new company that enhances Lost and Found processes. It brings innovation with a solution that helps people to return back lost items that they eventually found during the day. The business involves a physical object, the Kupa, and a social community that encourages members to act in the right way.

CONSOFT SISTEMI | Curricular Intern
Mar 2016 – Jul 2016 | Torino, IT
I was inserted in a fresh new project aimed to realize a proprietary solution for a Knowledge Base platform. We built our solution from an open source PHP-based platform: Orange HRM.
Furthermore, I have followed the internal *audit* phase in order to gather necessities and build up a requirements schema.

PROJECTS

2018, WSI CLASSIFICATION | Deep Neural Networks
Whole Slide Images are a powerful tool to assist pathologists aiming at detecting metastatic cancer situations in actual tissue samples. They are digital acquisition at very high resolution that enables zooming and panning capabilities.
Our project explored different image processing algorithms and methodologies to enhance pathologists medical diagnosis. Specifically, our work focused on the use of deep convolutional neural networks, such as SqueezeNet, MobileNet, InceptionV3 and ResNet50. The latter were trained from scratch, using Keras APIs, on squared patches of the original, big WSI. The size of the patches, their overlapping, the use of data augmentation were part of the main analysis.

2018, IDIA | Android
Idia is an Android application, written in Java and Kotlin. It's main goal is to create and empower a community where people can share their own books. The user lands on a bulletin board where its friends as well as unknown persons have posted the books they wanted to share.
Server-side part of the application is strongly dependent on Google's Firebase services for databases and authentication. The view, the information retrieval and management are implemented using Android Architecture Components. The asynchronous paradigm of chats between users and event notifications use Firebase Cloud Messaging.

2017, PROMETEO | Desktop
Prometeo is a Windows desktop application, wrote in C#. It allows its user to exchange files and folders across the LAN in a peer-to-peer architectural model. Every user in the network that has the application can act both as a client and as a server.
The actual exchange of data involves two stages. Initially, an UDP-based communication protocol is used to search other peers on the LAN, as well as to periodically signal its own presence. Then, a TCP-based transfer protocol performs the exchange in a similar but simplified way as FTP protocol does.

GRAPHICS

Good understanding:
Inkscape • GIMP

LANG. PROFICIENCY

ITALIAN Native speaker

ENGLISH CEF - B2
SPANISH Basic communication skills
FRENCH Basic communication skills

2017, HOT | Hold your Own Tools for constructive art

One of my colleagues and I developed an Android application that provided a suitable interface for Augmented Reality-based constructive art on handheld devices. It offers artists a clean workspace, where they can decide when to introduce artworks and tools. In fact, the solution exploits a set of printed markers that can be brought into the camera's field of view to make specific virtual tools appear in the augmented scene.
The Android application was developed with the conjunction of Unity 3D and the framework Vuforia. The former was used to build a physical system with artworks and objects to be rendered onto the device's screen and to interact with the underlying operating system, Android. While we used Vuforia's APIs to manage device's camera and the augmented reality environment.
Our solution was accepted and exposed at 3DUI Contest held in Los Angeles, during the 2017 IEEE Virtual Reality Conference.

ACHIEVEMENTS

PUBLICATIONS

2017	Conference paper	HOT: Hold your Own Tools for constructive art

EVENTS

2016	1st place	Hackathon, Consoft Sistemi, Torino
2017	Expositor	Virtual Reality Conference, IEEE, Los Angeles