

Gabriele Angeletti

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Experience

Senior Software Engineer, Vital Feb 2022 – Present

- Played a key role as the first full-time engineer outside of leadership. Collaborated closely with founders to establish engineering practices and contribute to the foundational development of the core infrastructure.
- Led efforts that successfully scaled the company's user base from 700 to over 1M, handling over 15B individual data points.

Senior Software Engineer (part-time), Larki Feb 2021 – Feb 2022

- Design and develop a system to automatically align Lidar point clouds from a variety of sensors.
- Research on 3D object detection/semantic segmentation approaches to extract information from point clouds.

Software Engineer, Lyft Level 5 Oct 2018 – Jan 2020

- Led the project to develop a distributed data pipeline, efficiently running large-scale Structure From Motion (SfM) on hundreds of millions of images.
- Implemented an innovative algorithm for automatic detection and 3D placement of traffic lights in imagery data, increasing the accuracy of point cloud generation.
- Designed and implemented dashboards to consistently monitor the quality of SfM point clouds, reducing errors and increasing the reliability of data analysis.
- Developed an internal web application capable of visualizing driving patterns in real-time at scale.

Research Engineer, Blue Vision Labs Jan 2018 – Oct 2018

- Design of a data pipeline to automate the testing and evaluation of 3D mapping and localization algorithms.
- Work on the cloud infrastructure to run distributed 3D mapping at scale.
- Research: test the use of deep learning at different stages of the mapping pipeline to improve quality.

Research Engineer intern, Blue Vision Labs Aug 2017 – Dec 2017

- Research: replacing SIFT with deep learning to improve 2D feature detection.
- Design and build a data lake with AWS Redshift to store imagery metadata.
- Implementation of algorithms to evaluate the 3D mapping system.

Freelancer, 2014 – 2017

Part-time work on different projects during university as a full-stack web developer.

Student, InnovAction Lab Spring 2013
Entrepreneurship course on how to create a startup and pitch ideas to investors.

Education 2015 – 2017
Sapienza University of Rome,
M.Sc. in Engineering in Artificial Intelligence and Robotics, (English Degree)
Final grade 110/110
Thesis: *Adaptive Deep Learning through Visual Domain Localization* ¹

2011 – 2014
Sapienza University of Rome,
B.Sc. in Engineering in Computer Science and Automation, (Italian Degree)
Final grade 106/110
Thesis: *Statistical analysis of mobile apps reviews to improve users' QoE*

Technologies

- **Programming languages**
 - **Python**: 6 years of experience managing large codebases in dynamic, high-pressure settings.
 - **Go**: A year of experience developing diverse microservices.
- **Cloud**
 - GCP: extensive experience mainly on BigTable, BigQuery, CloudRun, Cloud-Functions, CloudStorage, and IAM.
 - AWS: extensive experience with key services including Redshift, S3, Lambda, EC2, ECS, and Batch.
- **Data Pipelines and Databases**
 - Extensive experience with PostgreSQL, BigTable, and Redshift database systems.
 - Proficient in Spark, Airflow, and Luigi for data pipeline construction.
- **Front-end development**
 - Basic knowledge of React and TypeScript.
- **DevOps**
 - Skilled in Docker, Terraform, Pulumi, BuildKite, and GitHub Actions.

Projects Deep Learning TensorFlow ²: Ready to use implementations of various Deep Learning algorithms using TensorFlow.

Publications G. Angeletti, T. Tommasi, B. Caputo. "Adaptive Deep Learning through Visual Domain Localization". In: *IEEE International Conference on Robotics and Automation (ICRA)*(2018) ³

Languages

Italian - native speaker.

English - full proficiency with near-native fluency.

French - fluent in speaking and reading, with developing writing abilities.

¹<https://github.com/blackecho/master-thesis>

²<https://github.com/blackecho/Deep-Learning-TensorFlow>

³<https://arxiv.org/abs/1802.08833>

Honors	Ranked 13 / 2189 among Python github users in Italy by ⁴	2018
	Winner of Accenture Digital Hackathon Rome	2016
	NASA International SpaceApps Challenge	2015
	Local winner (Rome) & Global winner for category Galactic Impact Project: CROPP—Cultures Risks Observation and Prevention Platform ⁵	
Activities & Hobbies	Surfing, scuba diving, climbing, running, hiking.	

⁴<http://git-awards.com/>

⁵<https://2015.spaceappschallenge.org/award/>