

Gilberto Recupito

Researcher

Master's Degree Student focused on Software Engineering (SE) studies. Actually I'm doing research in order to apply SE practices to Artificial Intelligence systems (SE4AI).

✉ recupito.gilberto@gmail.com

📍 Via Roma 2, Fisciano, Salerno, Italy

🌐 linkedin.com/in/gilrec

📞 +39 3279946952

📄 gilbertrec.github.io

🐙 github.com/gilbertrec

EDUCATION

Master's Degree

University of Salerno, Department of Computer Science

01/2020 - On going

Salerno, Italy

Thesis

- Analysis of Technical Debt in AI systems

Bachelor's Degree

University of Salerno, Department of Computer Science

09/2016 - 12/2019

Thesis

- Design and Implementation of a Hypergraph Repository in Julia.

WORK EXPERIENCE

Researcher

Tampere University

04/2022 - On going

Tampere, Finland

Achievements/Tasks

- Collaboration with University of Salerno (Italy) and Jheronimus Academy of Data Science (Netherlands) for improving the practices of Software Engineering for Artificial Intelligence

RESEARCH ACTIVITIES

Multivocal Literature Review of AI Technical Debt

Study of the white and grey literature in order to discover the diffuseness, the severity and the impact of Technical Debt in AI systems.

Analysis of AI Testing techniques

Study of the state of the practice software project in order to understand which testing techniques are used in order to improve the quality in AI systems.

Developer's Perception of AI Technical Debt

Study of the practitioner's experience in order to discover the bad practices and technical debt that are easily to encounter companies' projects.

PERSONAL SKILLS

Active Listening

Ability to orient to the interlocutor and pay attention to him, fully understanding the contents of his message and his needs, developed through University projects and research experience.

Self-Control

Ability to handle opposition / hostility from others and stressful situations developed through research experience.

Team Work

Ability to identify with group's rules and objectives, to be of help and support to the other members of the group itself, developed through University projects

SKILLS

Java

Python

C

Julia

SonarQube

Unity3D

MLAgents

Project Management

Git

C#

PERSONAL PROJECTS

Two Wheels Data

- University project that permit to collect data of movement and acceleration of motorcycles. Skills: Python, Flask, IoT, Use of Raspberry Pi, Use of Accelerometers Sensors.

AI Robot Cleaner

- University project that uses simulation environment (Unity3D) and Reinforcement Learning (MLAgents) in order to create a robot that calculates the best path in order to clean a house.

Soft Touchpad

- University research project based on the development of a new input text editing method for smartphones that uses a mouse cursor.

PUBLICATIONS

A multivocal literature review of MLOps Tools and Features.

Euromicro Conference Series on Software Engineering and Advanced Applications (SEAA). Maspalomas, Gran Canaria, Spain, 2022

LANGUAGES

Italian

Native or Bilingual Proficiency

English

Professional Working Proficiency

INTERESTS

Software Engineering

Artificial Intelligence

Game Development