

# Ivan Diliso - Curriculum Vitae

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**Born:** 27th October 1998  
**Status:** Master Degree Student  
**Languages:** Italian: Native, English : B2  
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I am a curious, competitive, hungry for knowledge person intending to pursue my career in the data field, with a particular interest for machine learning methods and data analysis. In my projects I strive to achieve optimization and stability and have no problem in low supervision settings. I find myself well suited for team working and in my previous projects I have often been appointed as team leader.

## Work experience

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2024	<b>Research grant: "Development of quantum machine learning prototypes"</b> 📍 <i>Bari, Italy</i> <i>University of Bari Aldo Moro, KDDE Laboratory</i> Worked on developing prototype quantum machine learning algorithms in the areas of online learning, quantum clustering and quantum metric learning by exploiting hybrid convolutional classical models and quantum VQE circuits
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## Education

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2021 - 2024	<b>Master Degree in Data Science</b> 📍 <i>Bari, Italy</i> <i>University of Bari Aldo Moro</i> Developed the final work "Quantum enhanced clustering with deep quantum metric learning: An approach to image clustering using distance approximation and quantum metric learning"
2017 - 2021	<b>Bachelor Degree in Computer Science</b> 📍 <i>Bari, Italy</i> <i>University of Bari Aldo Moro</i> Developed the final work "Human description in the wild: A model ensemble approach to image captioning"
2012 - 2017	<b>High School Diploma in Computer Science and Telecommunications</b> 📍 <i>Bari, Italy</i> <i>ITT Panetti Bari</i>

## Publications

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<b>Conference Paper</b> 2023	<b>A Hybrid Quantum-Classical Framework for Binary Classification in Online Learning</b> Corrado Loglisci, Ivan Diliso, Donato Malerba, SEBD 2023, 88-99
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## Extracurricular Activities

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2022 - Current	<b>Joint Committee Member</b> 📍 <i>Bari, Italy</i> <i>University of Bari Aldo Moro, School of science and technology</i>
2018 - 2019	<b>Member of an association for computer knowledge divulgation</b> 📍 <i>Bari, Italy</i> <i>URL Rete Libera</i> Participation in the foundation, collaboration in the management of development teams and developer for the university courses helper bot

2016	<b>Tutoring role in a Microsoft national project</b> <i>Microsoft "Nuvola Rosa", Politecnico di Bari</i> Tutor for a group of 5 people with the goal of learning how to develop a web application	📍 <i>Bari, Italy</i>
2014	<b>ECDL CAD Certificate – Specialized Level</b>	📍 <i>Bari, Italy</i>

## Seminars and conferences

2024	<b>QuANtumDay, Participant</b> <i>Organized by Università Politecnica delle Marche</i>	📍 <i>Remoto</i>
2023	<b>DevFest Bari 2023, Participant</b> <i>Organized by Google Development Group, Polytechnic of Bari</i>	📍 <i>Bari, Italy</i>
2023	<b>PRIMO Workshop 2023, Participant</b> <i>Organized by University of Bari Aldo Moro, MIDAS Research Group</i>	📍 <i>Bari, Italy</i>
2023	<b>31st Symposium on Advanced Database Systems (SEBD)</b> <i>Organized by University of Padua</i> Presented "A Hybrid Quantum-Classical framework for binary classification in online learning" (Corrado Loglisci, Ivan Diliso, Donato Malerba)	📍 <i>Galzignano Terme, Italy</i>
2023	<b>DeepLearn School Spring 2023, Student Volunteer</b> <i>Organized by University of Bari Aldo Moro</i>	📍 <i>Bari, Italy</i>

## Projects

<b>Data Science</b>	Participation in several team projects where I gained the role of team leader and project designer. Developed several applications in the field of Artificial Intelligence and Machine Learning in collaboration with the University of Bari focusing on quantum algorithms, incremental learning, clustering of time series, object detection, text analysis, image captioning, data reduction, game optimization using genetic algorithms. Developed projects on backend servers with blockchain integration.
<b>Personal</b>	Personal projects, developed during my free time or as an extension of what I studied during my university courses: Markov chains for text generation, python graphical interfaces, android applications, data compression, 3D graphic engine, data cleaning and retrieval for game text databases.

## Development Skills

<b>Softwares</b>	OS: Windows, Linux (Debian and Arch Based), MacOS Database: MariaDB, Oracle, MySQL, PostgreSQL, MongoDB Office: $\LaTeX$ , Microsoft Office, Libreoffice Other: Photoshop
<b>Programming</b>	Python, R, Java, C, C++ HTML, CSS, Javascript, Typescript
<b>Libraries</b>	Data Science: IBM Qiskit, PyTorch, Tensorflow, ScikitLearn, Pandas, OpenCV Web: React, SpringBoot Graphics: OpenGL, QT