

Alberto Marinelli

Software Developer – Machine Learning Engineer

Software Engineer skilled in Artificial Intelligence and Machine Learning. I contributed building the main iGenius product, crystal.ai. I developed several A.I. projects from concept to production for different enterprise clients. Being in a Startup has taught me to learn and update my knowledge on a weekly basis. Curious about anything that can improve Robots.



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EXPERIENCE

iGenius, Milan — *Machine Learning Engineer*

January 2017 - October 2019

Worked on the Development of a **Virtual Advisor** for **crystal.ai**, the first iGenius product.

- Implementation and maintenance of an A.I. system for multiple enterprise clients, using Machine Learning and Deep Learning algorithms for natural language processing tasks. Some of the tasks are **text classification** (Binary, Multiclass, Multilabel), **Named Entity Recognition**, **text generation** and **Document Retrieval**.
Implemented in **Python**, mostly using internal libraries that build upon **TensorFlow**, **PyTorch**, **Scikit-Learn** and **Docker**.
- Mentoring new hires and managing their first tasks.
- Design of the **technical interview** process at iGenius. Gained experience through interviewing candidates for Machine Learning positions based in Milan and Sierre, Switzerland.

EDUCATION

Sapienza University of Rome, Rome — *Master degree in Artificial Intelligence and Robotics*

2012-2016

ISCTE - Instituto Universitário de Lisboa, Lisbon — *Erasmus programme*

Sept 2013 - Feb 2014

Università degli Studi di Camerino, Camerino — *Bachelor degree in Computer Science*

2009 - 2012

UNIVERSITY PROJECTS

- **Master's Degree Thesis** -Design and implementation of Deep Neural Networks with flexible activation function.
Python implementation using Numpy and Scikit-Learn.
- **Robotics** - ROS Node (C++) kinematic and dynamic robotic arm control on V-Rep
- e-Lios, Camerino: 2012 - Bachelor Degree thesis and Internship: project and development of an Android application

SKILLS

Languages:

Python, C++.

Basic knowledge of Lua, Prolog, Java, C.

Tools and Libraries:

TensorFlow, Pytorch, Scikit-Learn, Docker, Point Cloud Library, ROS, Git, apache-airflow, EC2

Software/OS:

Windows, Debian-based distributions, Microsoft Office Suite, V-Rep, PyCharm

SOFT SKILLS

Excellent in **team working** due to work with multiple teams in Agile setting. Experience with remote non tech volunteering projects.

Excellent **leadership** capabilities developed through volunteer projects.

Curiosity for **innovation** and **research**, especially if applied for viable products.

Working Autonomy owing to experience gained in a small team and solo projects.

VOLUNTEERING EXPERIENCE

Board of European Students of Technology

Being part of **B.E.S.T.** taught me of **flexibility, leadership, team working** and significantly improved my organization and communication skills, both with my peers and people all around Europe.

Some of the positions I held :

- Coordinator of a course about UAVs - 2014
- IT responsible for JobStart, a job fair - 2015
- Coordinator of EBEC Team Design, engineering competition - 2016

ADDITIONAL EXPERIENCE

Summer Course Shut up, Start-up, Lviv Polytechnic (August 2014)

Goal: Learning how to develop a Startup.

Achievements: I learned about the common problematics and methodologies on how to develop a new idea into a viable product.

ADDITIONAL CERTIFICATIONS

Coursera: deeplearning.ai - 2017

Coursera: Modern Robotics (2/5 courses, ongoing) - 2019

LANGUAGES

Italian: mother tongue

English: writing/speaking: B2, reading: C1

PERSONAL INTERESTS

I'm a guitar player, I love reading books, hiking and surfing.