

PERSONAL INFORMATION

Luca Fontanili



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 <https://github.com/lucafon>

Sex Male | Date of birth 22/01/1990 | Nationality Italian

WORK EXPERIENCE

June 2021-Present

Technical Product Manager

IBM, Reggio Emilia, RE

- Product Manager for IBM Process Mining: roadmap definition of the product, strategy development within IBM and with business partners

Business or sector Process Mining, Machine Learning, Business Automation

Feb 2020-June 2021

Innovation Area Manager

Cedacri S.P.A., Collecchio, PR

- Manager of "Innovative Solutions Incubator" Area: main responsibilities R&D, Machine Learning, Data & Analytics, Cloud Journey
- Kubernetes Application Developer
- Big Data Administrator and Developer

Business or sector Financial Services, Data Science, Machine Learning, R&D, Cloud

Feb 2019-Feb 2020

Senior Engineer ML – Data Scientist

myInvenio S.R.L., Reggio Emilia

- R&D Process Mining: applying Machine Learning models to Process Mining
- Speaker at the BPM Next 2019 event
- Continuous Integration/Continuous Delivery with Docker, AWS and Sonarqube
- Full-stack Data Scientist: study, evaluation and put-in-production of different Machine Learning model to enhance the insights gathered with MyInvenio

Business or sector Data Science, Machine Learning, Process Discovery & Mining

Mar 2015-Feb 2019

Computer Engineer – Software Development Leader

Ubiq S.R.L. – SIA Group, Parma/Milan

- Software Development Leader, coordinator of the Back-End development team
- R&D Big Data: use of Cloudera Stack (HDFS, HBase, Solr, Hive, Impala)
- R&D Machine Learning: Study and development of a predictive model that finds similarities between texts of different images using Text Mining and ML techniques
- R&D Computer Vision: Development of a server-side binarization algorithm of raw receipt images using different image processing approaches using OpenCV in Python

Business or sector Computer Engineering, Big Data, Machine Learning

Aug 2014-Feb 2015

Software Engineering Intern

Datalogic ADC Inc, 55 W Del Mar Blvd, Pasadena (CA)

- R&D Computer Vision: working on the parallelization of a Computer Vision algorithm (Zero Mean Normalized Cross-Correlation), using the NVIDIA CUDA framework on a GPU embedded in a SoC (Tegra K1)
- Development of testing programs for Computer Vision software solutions using Python

Business or sector Computer Vision

EDUCATION AND TRAINING

Sept 2012-March 2015

Master's Degree in Computer Engineering

QE07

University of Bologna, Bologna

Thesis Development of parallel processing approach to compute Zero-mean Normalized Cross-Correlation. CUDA framework has been used to develop a fast approach to detect characters in images, using the Template Matching approach, based on Zero-mean Normalized Cross-Correlation measure.

Final Grade 110/110 with Honours

Sept 2009-July 2012

Bachelor's Degree in Computer Engineering

QE06

University of Parma, Parma

Thesis A Machine Learning project based on arm gesture recognition and humanoid imitation. Arm gestures are acquired by inertial motion sensors and modelled in an OpenGL 3D virtual space. A new method based on Functional Principal Component Analysis is used in MATLAB for both a supervised clustering of training data and gesture recognition. Recognized gestures are imitated by a small humanoid robot

Final grade 107/110

PERSONAL SKILLS

Mother tongue(s) Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C1
TOEFL iBT, 99/120					

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
Common European Framework of Reference for Languages

Communication skills Good communication skills gained by holding public speeches about Machine Learning's topics together with the Data Science Group in Parma

Organisational / managerial skills Excellent social/organisational skills acquired during my experience as Team Leader. During my time in Ubiq I had to completely manage different projects with many clients, organizing work packages and distributing them across the team members.

Job-related skills Knowledge of Design Patterns
Programming languages: Java, Python
Cloud Computing: AWS
Agile: Kanban, Jira, SVN, Git, Bitbucket

Other skills ▪ Sport: American Football, 4 years in the Parma Panthers, playing with American coaches and players. Participation in European Championship with the Italian National American Football team

Driving licence B (own car)

ADDITIONAL INFORMATION

Publications Arm Gesture Recognition and Humanoid Imitation Using Functional Principal Component Analysis,
J. Aleotti, A. Cionini, L. Fontanili, S. Caselli,
IEEE/RSJ International Conference on Intelligent Robotics and Systems (IROS),
Tokyo, November 2013

Personal details In compliance with the Italian legislative Decree no. 196 dated 30/06/2003, I hereby authorize you to use and process my personal details contained in this document.