

# GIANLUCA GUARRO

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## Education

### Politecnico di Milano

2018 – 2021

*Master of Science in Computer Science and Engineering (105/110)*

*Milan, Italy*

### California State University Long Beach

2017 – 2018

*Post-Bachelor in Computer Science (4.0 GPA)*

*Long Beach, California*

### University of California Santa Barbara

2012 – 2016

*Bachelor of Science in Physics (3.4 GPA)*

*Santa Barbara, California*

## Relevant Coursework

- Deep Learning
- Machine Learning
- Soft Computing
- Databases I and II
- Natural Lang. Processing
- Data Mining
- Model Id & Data Analysis
- Data Structures

## Experience

### BIP

Sep 2020 – Feb 2021

*Data Science Intern*

*Milan, Italy*

- Performed a variety of web-scraping, data-cleansing, and data-exploration tasks to be used in machine learning projects.
- Researched, implemented, and assessed the viability of various image recognition algorithms.

### ASCA, Inc

July 2016 – Sep 2018

*Software Analyst*

*Redondo Beach, California*

- Developed an application for a client that allows for the intuitive modeling and analysis of probabilistic event trees.
- Revamped the company's bayesian network analysis software by increasing functionality and furnishing it with a modern graphical user interface.
- Performed a variety of tests and debugging assignments on the company's multi-valued logic analysis and discrete simulation software to improve functionality and verify results.
- Added documentation to legacy software.

### University of College Dublin

Jun 2015 – Aug 2015

*Physics Research Intern*

*Dublin, Ireland*

- Researched and gave a presentation on the frustration properties of Artificial Spin Ice.
- Modified proprietary code to run simulations of experiments.

## Projects

### Book Success Predictor | *Python, Pytorch, Deep Learning*

October 2021

- Developed a powerful language model capable of predicting successful novels with a weighted F1 score of 73.6% on a benchmark dataset.
- Performed state of the art research and implemented several neural architectures to study their efficacy for the problem at hand.
- Transfer-Learning, BERT, Transformers, RNNs, SVMs, Multi-modal Attention Networks

### VolEnteer | *Node.js, PostGRES, HTML/CSS, + several javascript libraries*

November 2020

- Designed the database and contributed to the backend and frontend of a substantial responsive full-stack web application.
- Collaborated in a multi-disciplinary team with another software engineer and designer.

### 3D Solar System | *WebGL*

October 2020

- Created a navigable 3D model of the solar system.
- Learned how to program the GPU using a low-level graphics api (WebGL).

## Technical Skills

**Programming:** Python, SQL, Visual Basic, JavaScript, HTML/CSS, C++

**Frameworks and Libraries:** Pytorch, Scikit-Learn, WandB, RayTune

**OS and Technologies:** Linux, Windows, Git

**Languages:** English (Mother Tongue), Italian (Advanced)