GIANLUCA GUARRO

721B Elvira Avenue, Redondo Beach, CA 90277

📞 310-749-7140 ✉ luca.guarro@gmail.com in https://www.linkedin.com/in/lucaguarro/ ⌨ github.com/lucaguarro

Education

Politecnico di Milano   **2018 – 2021**
Master of Science in Computer Science and Engineering   *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
- Natural Lang. Processing
- Machine Learning
- Data Mining
- Soft Computing
- Model Id & Data Analysis
- Databases I and II
- 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)