

Luca SCIMECA

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EDUCATION

2013-2017 BEng in SOFTWARE ENGINEERING AND ARTIFICIAL INTELLIGENCE,
University of Edinburgh, Edinburgh, UK
AVERAGE GPA: 4.0
PREDICTED DEGREE: : 1st class

WORK EXPERIENCE

AUG 2016	Software Engineer at EXTRAORDINARY MANAGED SERVICES LTD, Edinburgh
MAY 2016	<ul style="list-style-type: none">• Front and back end experience through development of large software for in-house use.• Member of SCRUM team.• Administration of a large and complex network (ISP level).• Deployment of new networking infrastructure.
MAY 2017	Resident Assistant at CHANCELLOR'S COURT, Edinburgh
SEPT 2014	<i>University of Edinburgh (UoE)</i> <ul style="list-style-type: none">• Managed multiple floors of a university residence with ethnically different people.• Counseled students on different personal and academic issues.• Developed communication, creativity, leadership, event planning, community building, time management and analytical skills.

RESEARCH AND PROJECTS

2016-2017	RoboAnt Research <i>University of Edinburgh</i> <ul style="list-style-type: none">• Researched in the mobile-powered robotics area under the supervision of a professor at UoE.• Implemented mobile-phone powered autonomous robot based on insect brain.• Devised new algorithms/implemented Ant Navigational Toolkit (Path Integration, Visual Homing, Search)
2016-2017	Image classification with Deep Neural Networks <ul style="list-style-type: none">• Experimented with Adaptive Learning Rules, Batch Normalization, Convolutional Neural Networks (CNNs).• Increased CNN forward and backward propagation speed of common algorithms by 2x (Python, no GPU).• Achieved near state of the art performance on MNIST dataset.
2015-2016	System Design Project <i>University of Edinburgh</i> <ul style="list-style-type: none">• Built a robotic prototype for two-a-side football competition.• Implemented general machine learning algorithms, image processing and remote autonomous planning.• Prototype built using Arduino board and various electrical and mechanical components.
2015	Undergraduate Research Practical <i>University of Edinburgh</i> <ul style="list-style-type: none">• Researched along a professor at UoE in the area of Bidirectional Transformations.• Explored OO implementations of the concepts and implemented models of Bx behavior in Java.
2015	Research on the Carneades Argumentation System <i>University of Edinburgh</i> <ul style="list-style-type: none">• Developed a python version of the Carneades system of argument evaluation.

HONORS AND AWARDS

2016	Winner of robotic 2-a-side Football tournament (System Design Project), at The University of Edinburgh
2015	Winner of the Edinburgh Award at University of Edinburgh
2014	Winner of The Smart Data Hack (hackathon) at The University of Edinburgh
2013, 2010, 2009	Three times winner of scholarship "Borsa di Studio Benivegna". <ul style="list-style-type: none">• Highest final cumulative grade achieved in current year of "Vittorio Emanuele III".
2013	Informatics Diploma - Graduated with a score of 100 in "Esami di Stato".
2010	Winner of "Premio di studi prof. Erasmo Siino" II Edition <ul style="list-style-type: none">• Highest final grade achieved among all students in the town of Capaci.

INTERESTS AND ACTIVITIES

Interests: Robotics, AI, Machine Learning, Vision, Technology, Open-Source, Coding Competitions, Outdoors, Traveling.

Member of Edinburgh University Young Researchers Association (EUYRA).

Martial Artist and Judo black belt: competed at National, European and International level (2003-2014).