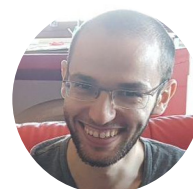


MATTIA SETZU

Computer Scientist

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in linkedin.com/in/mattia-setzu-062b01158/ github.com/msetzu



Experience

Semantic Web Lab, Alumnus

📅 2015 – 2016 📍 Cagliari, IT

- Developed Code Ontology, a comprehensive framework of ontologies, datasets and knowledge extractors targeting the Web of Code.
- Developed the *Code Ontology* website and query endpoint.
- Published research findings on the ICSC16, and accessed the final phase of the SIGMOD/PODS 2016 Undergraduate competition.

Need for Nerd, Back-end developer

📅 Nov 2015 – Feb 2016 📍 Cagliari, IT

- Developed back-end and the front-end of portal.

Publications

- **SPARQL Queries over Source Code**, Setzu Mattia, Atzori Maurizio; Proceedings for the International Conference on Semantic Computing (ICSC), Feb. 2016.
- *(Retired)* **CodeOntology: a Java semantic database**, Setzu Mattia, Atzori Maurizio; Proceedings for the Undergraduate Research Competition at the International Conference for Management of Data (SIGMOD), Jun. 2016.

Education

Master's degree in Computer Science, Università di Pisa

📅 Sep 2016 – Ongoing 📍 Pisa, IT

Relevant courses Machine Learning (ongoing, focused on theoretical foundations, Neural Networks, SVM, and k-NN), Natural Language Processing (ongoing), Data Mining (focused on data pre-processing, data analysis, clustering and rule mining), Information Retrieval, Computational Mathematics, Advanced Algorithms (focused on teamwork and problem solving), Advanced Programming, Parallel and Distributed Algorithms, and Advanced Databases (focused on technical implementations and NOSQL/Semantic models).

Extra-curricular activities *PhD+* programma di valorizzazione della ricerca, innovazione e spirito imprenditoriale; Research, innovation and the future of ICTResearch, innovation and the future of ICT, seminars.

Bachelor's degree in Computer Science, Università di Cagliari

📅 Sep 2012 – Mar 2016 📍 Cagliari, IT

Relevant courses Programming fundamentals, OO (Java) programming, Computer architectures, Operating Systems, Computer Networks, Linear Algebra, Differential Calculus, Statistics, Automata and Formal Languages, Compilers & interpreters, Scientific Computing, Web Development, Human-Machine Interaction, Databases, and Software Engineering.

Extra-curricular activities Startup Weekend Cagliari 2015 and 2016 edition; Semantic Web and Open Data seminar; Cagliari Open Data Day 2016; Contamination Lab UniCA, Semantic Web Lab.

Life philosophy

"Computer Science is about two things: creativity and rigor. I got at least one right."

Soft skills



Public speaking

I briefly presented the Code Ontology framework during a Semantic Web seminar.



Writing

During my bachelor and master's degree I authored two peer-reviewed papers, one software solution and co-authored three technical papers. I proudly wrote and redacted a couple of Wikipedia pages on distributed algorithms ([1], [2])



Team worker

Out of the 11 academic projects I undertook, 6 were collaborative.

Skills & tools

Java Python Pandas Numpy
Matplotlib Keras SKlearn
MATLAB Jekyll HTML5 CSS3
PHP Javascript Latex Markdown
SQL/SPARQL OWL
Apache Jena/Fuseki

git Vagrant Linux

Main tech

Java ●●●●●
Python ●●●●●

Languages

Italian ●●●●●
English ●●●●●

Projects

FFSoccer

📅 Feb 2018

📍 Università di Pisa

Soccer analytics and scoring aimed at event-based datasets.

Human resources business analysis

📅 Oct 2017 - Dec 2017

📍 Università di Pisa

Data mining analysis of a Kaggle dataset. Report available @github, source code @github.com/msetzu/data-mining.

Computational graph

📅 June 2016

📍 Università di Pisa

Computational formalism to emulate a *DAG-like* machine learning model. Source code @github.com/msetzu/advanced-programming.

Advanced Algorithms

📅 Oct 2016 - Dec 2017

📍 Università di Pisa

Report on advanced algorithms and techniques such as *hashing*, *fingerprint*, *data streams*, *sketches*, *randomized* and *memory-efficient* algorithms, and *r-approximated* solutions. Available @github.com/msetzu/AAlgorithms

fx2048

📅 Jul 2014

📍 Università di Cagliari

2048 on auto-pilot: we developed some heuristics for a toy AI playing the 2048 puzzle game.