





SVEVA PEPE



CONTACT

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PROJECTS

- **Optimal Trajectory Generation in the Duckietown Environment:**
<https://github.com/pepes97/Optimal-trajectory-generation-in-the-Duckietown-environment>
- **Semantic Role Labeling:**
<https://github.com/pepes97/SRL>
- **Named Entity Recognition:**
<https://github.com/pepes97/NER>
- **Deep Quaternion Neural Network for 3D Sound Source Localization and Detection:**
<https://github.com/pepes97/DQNN>
- **Classification of American Sign Language:**
<https://github.com/pepes97/ASL>

EDUCATION AND TRAINING

Sapienza University of Rome

M.SC. IN ARTIFICIAL INTELLIGENCE AND ROBOTICS
SEPTEMBER 2019 - OCTOBER 2021

- *Thesis:* Multi-axis Event Process Typing in the field of NLP
- *Honours Programme:* Development of a machine learning framework for the analysis of 3D audio acquisitions

Sapienza University of Rome

SCHOLARSHIPS FOR RESEARCH ACTIVITIES
NOVEMBER 2020 - JUNE 2021

- Build dataset that contains multiple-source and multiple-perspective B-format Ambisonics audio recordings
- Analyze two different tasks: 3D Speech Enhancement and 3D Sound Source Localization and Detection

Sapienza University of Rome

B.SC. IN COMPUTER SCIENCE AND AUTOMATION ENGINEER
SEPTEMBER 2016 - JULY 2019

- Graduated with honors
- *Thesis:* Cosmoproject - Travel Booking Web Application

WORK EXPERIENCE

Internship - Software tester

REALTIME TECHNOLOGIES, DUBLIN
JULY 2016 - AUGUST 2016

LANGUAGE SKILLS

Mother tongue



Other languages



CODING SKILLS

