

# Fabio Rossi

+39 (380) 594 6035 | fabiorossi352@gmail.com | linkedin.com/in/fabio-rossi-7a9781252/

MSc student in High Performance Computing Engineering with hands-on experience building MPI-distributed scientific pipelines and deep learning models for time-series and histology imaging. Interested in scalable computing, bioinformatics workflows, and data-driven automation.

## EDUCATION

---

<b>Politecnico di Milano</b> , <i>MSc in High Performance Computing Engineering</i>   Milan, Italy	Sep 2024 – Present
<b>Politecnico di Milano</b> , <i>BSc in Computer Science and Engineering</i>   Milan, Italy	Sep 2021 – Mar 2025
<b>Liceo Scientifico Ettore Majorana</b>   Isernia, Italy	Sep 2016 – Jul 2021

## EXPERIENCE

---

<b>Outlier AI</b> , <i>Coding &amp; Math Expert / AI Trainer</i>   Remote (Contractor)	Dec 2024 – Present
• Authored and reviewed math and coding problems, validating AI-generated solutions for correctness and clarity.	
• Reviewed AI-generated code for correctness, efficiency, and style across Python, C++, and JavaScript.	
• Generated and ranked training data to improve model responses; delivered concise, pedagogical feedback.	
<b>Politecnico di Milano</b> , <i>Peer Tutor</i>   Milan, Italy	Jan 2022 – Sep 2024
• Assisted students at Politecnico di Milano with Foundations of Computer Science and Geometry and Linear Algebra exam preparation.	
<b>Skyclard Experimental Rocketry</b> , <i>Logistics Department Member</i>   Milan, Italy	Sep 2022 – Oct 2023
• Built and managed partner relationships to support logistics operations.	
<b>A.S.D. Vastogirardi</b> , <i>Match Analyst U19 National League</i>   Vastogirardi, Italy	Aug 2019 – Jun 2021
• Analyzed matches to identify team strengths and improvement areas.	
• Prepared training sessions to address findings and improve results.	
• Supported the head coach in maintaining team morale and a high-performance environment.	

## SKILLS

---

Programming	Python (Flask, Pandas, PyTorch, scikit-learn, OpenCV), C, C++, Java, MATLAB, Julia, Bash, LaTeX
HPC/Tools	MPI (mpi4py), SLURM, Docker, Git, Linux, OpenBabel, AutoDock Vina, HTML, CSS

## PROJECTS

---

<b>HPC Bio Docking Pipeline</b>   Personal project	Jan 2026
• Built an end-to-end virtual screening pipeline for SARS-CoV-2 Mpro (6LU7) using AutoDock Vina.	
• Automated ligand generation from SMILES via OpenBabel and implemented MPI-based distributed docking.	
• Aggregated and ranked affinities with ligand efficiency metrics; generated interactive NGLView HTML reports and CSV summaries.	
• Packaged the workflow for SLURM and Docker execution.	
<b>AN2DL Challenge 2 - Histology Slide Classification</b>   Politecnico di Milano	Jan 2026
• Built a histology slide classification pipeline for four breast cancer subtypes (Luminal A/B, HER2+, Triple Negative).	
• Implemented HSV-based quality control to filter stained/artifact slides and ROI-centric multi-scale tiling with OpenCV.	
• Developed attention-based MIL with a ViT-S backbone (timm/PyTorch), slide-level aggregation, and leakage-safe splits by original slide.	
• Advanced from baseline ResNet-18 to ROI+multi-scale and AttnMIL, achieving test F1 = 0.3898.	
<b>AN2DL Challenge 1 - Time-Series Pain Classification</b>   Politecnico di Milano	Jan 2026
• Designed a time-series pipeline to predict pain status from multi-sensor data with subject-level splits to avoid leakage.	
• Engineered preprocessing: one-hot encoding, variance/correlation filtering, PCA by joint group, and sliding windows (size 25, stride 2).	
• Trained RNN/LSTM/GRU models with AdamW, label smoothing, class-weighted loss, and grid search; used 5-fold CV ensembling.	
• Achieved test F1 up to 0.9567 with the best LSTM ensemble.	

## **Football Penalty Takers Analysis | Personal project**

Sep 2024 – Mar 2025

- Developed a full-stack analytics platform to study penalty takers in Serie C, Group B (2024/25 season).
- Built the backend in Python with Flask, using Pandas for data processing and OpenPyXL for automated Excel report generation.
- Created HTML pages with Jinja2 templates, styled with CSS and enhanced with JavaScript for interactive visualization.
- Delivered an end-to-end workflow for data collection, analysis, visualization, and export, deployed on a personal website.

## **DevOps Project – Color to Grayscale Conversion | Politecnico di Milano**

Jun 2025

- Developed a Google Test suite to validate grayscale conversion algorithms with property and robustness tests.
- Built CI/CD with GitHub Actions to automate build, test, and deployment.
- Containerized with Singularity and automated deployment to the Galileo100 HPC cluster via SLURM.
- Collaborated in a 4-person team, focusing on deployment automation and reliable container execution.

## **Parallel Computing Challenge | Politecnico di Milano**

Nov 2024

- Implemented serial and multi-threaded merge sort in C++, evaluating scalability across input sizes and cutoff thresholds.
- Built a reproducible benchmarking pipeline producing CSV timing datasets and 2D/3D visualizations using Python and Gnuplot.
- Analyzed speedup and efficiency trade-offs between parallel and serial runs; summarized findings in a technical report.

## **NLA Challenge – Image Processing | Politecnico di Milano**

Oct 2024

- Implemented an image-processing pipeline in C/C++ with discrete operators for edge detection, smoothing, and sharpening, with reproducible builds via Makefile.
- Handled image I/O and exported intermediate data in .mtx format for matrix-level inspection.
- Produced PNG artifacts and histograms to study noise/contrast effects and the behavior of discrete filters on real inputs.
- Built C routines and shell tooling to construct and analyze  $\mathbf{A}^\top \mathbf{A}$ , computing spectral properties and validating results on real inputs.
- Integrated the LIS (Library of Iterative Solvers) for iterative methods on sparse matrices; managed .mtx datasets and produced plots for clean vs. noisy scenarios.

## **Software Engineering | Politecnico di Milano**

Jun 2024

- Implemented the board game Codex Naturalis (Cranio Creations) in Java.
- Implemented a client/server protocol to support distributed multiplayer gameplay.
- Applied design patterns across the architecture and codebase.

## **Logical Networks | Politecnico di Milano**

Mar 2024

- Implemented a VHDL state machine to verify the credibility of data stored in memory.
- Validated functional correctness against course specifications.

## **Introduction to Finite Elements and Algorithms | Delft University, Athens Programme**

Nov 2023

- Implemented a finite element method problem using Julia.
- Analyzed the computational cost of linear system solvers.

## **Algorithms and Data Structures | Politecnico di Milano**

Sep 2023

- Implemented management software in C to manage a highway and the electric vehicles used to traverse it.
- Analyzed the computational complexity of core operations.

## **ACHIEVEMENTS**

---

Best Freshman Award - Politecnico di Milano (2021)

National Third Place - Italian Olympiads in Problem Solving (2018)

National Finalist - Italian Olympiads in Mathematics, Teams (2018)

## **LANGUAGES**

---

English      C1 Level

Italian      Native proficiency

Spanish      A1 (studying)