

Daniele Reda

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Date of Birth: 28/08/1993 // Passport: Italian

EDUCATION

Telecom ParisTech - Eurecom Research Center

Master of Science in Computer Science, cum laude

Sep. 2016 – Apr. 2018

Sophia Antipolis, France

Polytechnic University of Turin

Master of Science in Computer Engineering, cum laude

Sep. 2015 – Apr. 2018

Turin, Italy

Polytechnic University of Turin

Bachelor of Science in Computer Engineering

Sep. 2012 – Jul. 2015

Turin, Italy

EXPERIENCE

Wayve Technologies

Reinforcement learning Research Engineer

May 2018 – current

Cambridge, UK

- Reinforcement learning on autonomous vehicles.

University of California, Berkeley

Visiting Research Scholar at Berkeley AI Research Lab

Aug. 2017 – Feb. 2018

Berkeley, CA

- Research scholar with professor Ruzena Bajcsy working on statistical models for truth telling recognition.

Polytechnic University of Turin

Student Assistant

Mar. 2016 – Jun. 2016

Turin, Italy

- Teaching Java laboratories for the undergraduate course of Object Oriented Programming.

Polytechnic University of Turin

Technical Assistant

Sep. 2015 – Mar. 2016

Turin, Italy

- Linux and Windows maintenance duties in the Advanced Computer Science Laboratory.

RELEVANT PROJECTS AND PAPERS

Learning to Drive in Imagination

2018

- We demonstrate a model-based algorithm trained solely in imagination drive and generalize to multiple weathers in the real-world.
- <https://wayve.ai/blog/dreaming-about-driving-imagination-rl>

Learning to Drive in a Day

2018

- We demonstrate the application of deep reinforcement learning to autonomous driving on a real vehicle.
- <https://arxiv.org/abs/1807.00412>
- <https://wayve.ai/blog/learning-to-drive-in-a-day-with-reinforcement-learning>

Non-invasive markers for the detection of truth telling in surveys

2018

- Development of a predictive model for truth telling recognition aimed to improve objectivity in online surveys.
- Software used: Matlab, Python

Learning to play Atari Pong with Tensorflow on openAI Universe

2017

- Analysis of DQN and A3C algorithms applied to Atari Pong openAI Gym environment.
- Software used: Python, Tensorflow

A pilot study on mouse and gaze correlation

2016

- Building of a methodology to find a correlation between gaze and mouse behaviors, achieved exploiting random forests as a classification algorithm.
- Software used: Java

SKILLS

Computer Languages: Python, Java, C, SQL, Matlab

Human Languages: English, Italian, French, Spanish

Technologies: Pytorch, Hadoop, Spark, GitHub, L^AT_EX, ROS

Soft skills: communication and leadership skills, organizational and team working skills, 7+ years of volunteering