Daniele Reda

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Education

University of British Columbia — Sep. 2019 – ongoing
PhD in Computer Science — Vancouver, BC, Canada

Telecom ParisTech - Eurecom Research Center — Sep. 2016 – Apr. 2018
Master of Science in Computer Science, cum laude — Sophia Antipolis, France

Polytechnic University of Turin — Sep. 2015 – Apr. 2018
Master of Science in Computer Engineering, cum laude — Turin, Italy

Polytechnic University of Turin — Sep. 2012 – Jul. 2015
Bachelor of Science in Computer Engineering — Turin, Italy

Experience

University of British Columbia — May 2018 – June 2019
Graduate Student — Vancouver, BC, Canada

- Graduate Student Teaching Assistant and Researcher

Wayve Technologies — May 2018 – June 2019
Reinforcement learning Research Engineer — Cambridge, UK

- Reinforcement learning on autonomous vehicles.

University of California, Berkeley — Aug. 2017 – Feb. 2018
Visiting Research Scholar at Berkeley AI Research Lab — Berkeley, CA

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

Polytechnic University of Turin — Mar. 2016 – Jun. 2016
Student Assistant — Turin, Italy

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

Polytechnic University of Turin — Sep. 2015 – Mar. 2016
Technical Assistant — Turin, Italy

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

Publications

[1] Alex Kendall, Jeffrey Hawke, David Janz, Przemyslaw Mazur, **Daniele Reda**, John-Mark Allen, Vinh-Dieu Lam, Alex Bewley, and Amar Shah. Learning to drive in a day. *International Conference on Robotics and Automation (ICRA)*, 2019. Blog post at https://wayve.ai/blog/l2diad.

Relevant Projects

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.
- Blog post: https://wayve.ai/blog/dreaming-about-driving-imagination-rl

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