Daniele Reda

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Education

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

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

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

Experience

Wayve Technologies, Cambridge, UK, *Reinforcement learning Researche Engineer* — Aug. 2018 – current
- Reinforcement learning on autonomous vehicles.

Wayve Technologies, Cambridge, UK, *Reinforcement learning Research Intern* — May 2018 – Jul. 2018
- Reinforcement learning on autonomous vehicles.

University of California, Berkeley, Berkeley, CA, *Visiting Research Scholar* — Aug. 2017 – Feb. 2018
- Research scholar with professor Ruzena Bajcsy at Berkeley AI Research Lab working on statistical models for truth telling recognition.

Polytechnic University of Turin, Turin, Italy, *Student Assistant* — Mar. 2016 – Jun. 2016
- Teaching Java laboratories for the undergraduate course of Object Oriented Programming.

Polytechnic University of Turin, Turin, Italy, *Technical Assistant* — Sep. 2015 – Mar. 2016
- 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 truthtelling in surveys — 2018
- Development of statistical and predictive models for truth telling recognition aimed to improve diagnosis and other type of surveys.
- Software used: Matlab, Python

Learning to play Atari Pong with Tensorflow on openAI Universe — 2017
- Analysis of the reinforcement learning model, studying of the mathematical theoretical formulations and exploration of openAI environments and algorithms application.
- 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 behaviours, 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
Soft skills: communication and leadership skills, organizational and team working skills, 7+ years of volunteering background