Remo Sasso

London – United Kingdom

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Education

PhD in Artificial Intelligence and Games **London (UK)**
Queen Mary University of London *2021 – 2025*

- Development of reinforcement learning algorithms using foundation models and Bayesian methods.

MSc in Artificial Intelligence: Computational Intelligence and Robotics **Groningen (NL)**
University of Groningen *2018 – 2021*

Erasmus exchange semester Intelligent Systems **Thessaloniki (GR)**
Aristotle University of Thessaloniki *Sept 2017 – Jan 2018*

BSc in Artificial Intelligence **Groningen (NL)**
University of Groningen *2015 – 2018*

Selected Publications

Posterior Sampling for Deep Reinforcement Learning
Remo Sasso, Michelangelo Conserva, Paulo Rauber
International Conference on Machine Learning (**ICML**), 2023, Hawaii [paper, code]

Multi-Source Transfer Learning for Deep Model-Based Reinforcement Learning
Remo Sasso, Matthia Sabatelli, Marco Wiering
Transactions on Machine Learning Research (**TMLR**), 2023 [paper, code]

- This paper was also presented at Advances in Neural Information Processing Systems (**NeurIPS**), Deep Reinforcement Learning Workshop, 2022, New Orleans [poster]

Professional Experience

Head of AI xDNA *2021 – 2024*

- Lead developer of Project Aletheia, completed projects in cybersecurity and image classification.

Machine Learning Engineer Solutio Invest *2019 – 2021*

- Completed projects in cybersecurity, image object classification, and semantic analysis.

Founder AIGoalie

- Machine learning-based football statistics application, involved large data processing, model development, model deployment, full-stack app development and maintenance, over 35.000 monthly uses.

Teacher University of Groningen (NL)

- Reinforcement Learning Practical *Nov 2018 – Feb 2019*
- Imperative Programming *Sept – Nov 2018*
- Object Oriented Programming *Apr – Jul 2018*
- Algorithms and Datastructures in C *Feb – May 2018*

Awards & Scholarships

- **Gulbenkian Grant** "Boosting Fact-Checking Activities in Europe", 2023 (€80.000)
- Fully funded international **PhD studentship by EPSRC: Intelligent Games and Game Intelligence (IGGI)**, 2021 (£118.000)

Skills

Programming: Python, PyTorch, Tensorflow, Jax, Java, C, C++, R, Git, Latex, Google Cloud, AWS, Javascript, React, Flask, HTML (full-stack), Scikit-learn, Pandas, NumPy, Tensorboard, OpenCV

Languages: English, Dutch, German, Frysk