

Remo Sasso

London – United Kingdom

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Education

PhD in Artificial Intelligence and Games

Queen Mary University of London

London (UK)

2021 – 2025

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

MSc in Artificial Intelligence: Computational Intelligence and Robotics

University of Groningen

Groningen (NL)

2018 – 2021

Erasmus exchange semester Intelligent Systems

Aristotle University of Thessaloniki

Thessaloniki (GR)

Sept 2017 – Jan 2018

BSc in Artificial Intelligence

University of Groningen

Groningen (NL)

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, Matthias 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

- Completed projects in cybersecurity, AI-driven fact-checking, large language model fine-tuning, full-stack.

Machine Learning Engineer Solutio Invest

2019 – 2021

- Completed projects in image object classification, text classification, 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