

# Stevo Racković — Data Scientist, Researcher at IST

Instituto Superior Técnico – Lisbon, Portugal

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I am an ambitious and curious researcher with a strong background in **applied mathematics** and **machine learning**. In particular, I am interested in applying cutting-edge technology advances to everyday problems with the goal of improving living standards and easing daily routines.

## Experience

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### Institute for Systems and Robotics, Instituto Superior Técnico

Lisbon

*Early Stage Researcher*

2019–present

- Partner within TaRDIS Project with NOVA University
  - Research on task offloading in network of machines
  - Developing deep reinforcement learning agents in PyTorch
  - Hands-on experience with Python (PyTorch, NumPy, SciPy, Scikit-Learn, Pandas)
- Research in distributed optimization and machine learning models with application in the animation industry.
- Cooperation with 3Lateral Studio, Epic Games.
  - Developing custom optimization algorithms in Python
  - Testing in Python and Autodesk Maya
- Part of Marie Curie Actions - BIGMATH.

### Faculty of Sciences, University of Novi Sad

Novi Sad

*Junior Researcher*

2018–2019

- Developing models for distributed implementation of the common machine learning algorithms.
  - Working in Python with PyCOMPSs, Scikit-Learn, NumPy
- Part of a team working on IBiDaaS H2020: Industrial-driven big data as a self-service project.

### BIOSENSE Institute

Novi Sad

*Intern*

Summer 2017

- Developing a classifier to accurately recognize the cultures planted in specific fields using satellite images.
  - Deep Convolutional Neural Networks with Keras
- Remote Sensing Lab.

## Education

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### Instituto Superior Técnico

Lisbon

*PhD in Statistics and Stochastic Processes*

2019–present

- The curriculum covers machine learning, optimization, and statistics with a high demand for both theoretical and practical skills.
- Thesis: *Distributed optimization of biokinetic models based on large 4D sequences*.
- The goal is solving large-scale optimization problems in the face animation of video games. The main focus is on a distributed optimization setting for reducing computational costs.

### University of Novi Sad

Novi Sad

*Master in Applied Mathematics*

2016–2018

## Languages

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**Serbian:** Native Speaker

**English:** Fluent

**Portuguese:** Intermediate

## Skills

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### Technical.....

Python with TensorFlow and PyTorch, Microsoft Office, MySQL, Autodesk Maya

### Conceptual.....

Problem-solving, Machine Learning with deep learning, Data analysis, Optimization, Statistics

## Publications

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"Clustering of the Blendshape Facial Model", S. Racković, C. Soares, D. Jakovetić, Z. Desnica, R. Ljubobratović, 2021, 29th European Signal Processing Conference (EUSIPCO)

"A Hybrid Compartmental Model with a Case Study of COVID-19 in Great Britain and Israel", G. Malaspina, S. Racković, F. Valdeira, 2023, Journal of Mathematics in Industry

"Distributed Solution of the Blendshape Rig Inversion Problem", S. Racković, C. Soares, D. Jakovetić, 2023, SIGGRAPH Asia 2023 Technical Communications

"Extreme Multilabel Classification for Specialist Doctor Recommendation with Implicit Feedback and Limited Patient Metadata", F. Valdeira, S. Racković, V. Danalachi, Q. Han, C. Soares