Salvatore Petrolo

About

Machine Learning Engineer with a strong software engineering foundation, specializing in developing, fine-tuning, and deploying Large Language Models (**LLMs**) at scale for edge and cloud environments. Skilled in pre-training, supervised fine-tuning (**SFT**), and Reinforcement Learning from Human Feedback (**RLHF**) to optimize model performance and relevance. Expertise in transformer-based architectures, Retrieval-Augmented Generation (**RAG**), and **Computer Vision**.

Experience

Machine Learning Engineer

Knowlix GmbH

Tutzing, Bavaria, DE February 2023 - Present

- Improved documents key information extraction accuracy to 99% by fine-tuning a Vision-Language Model (VLM) to eliminate OCR dependency and enhance document understanding.
- Optimized cost, performance, and security of document intelligence workflows by developing a serverless API with AWS, integrating a model zoo of LLMs on SageMaker, and implementing asynchronous job execution with callback and polling.
- Achieved 4x speed-up and 98% accuracy in on-device key information extraction by fine-tuning a Small Language Model (SLM) and optimizing it for Apple mobile deployment using CoreML.
- Increased document summarization relevance and accuracy by 25% by fine-tuning a Large Language Model (LLM) with Direct Preference Optimization (DPO) to align summaries with user preferences and domain-specific requirements.
- Enhanced multilingual classification accuracy by 10% by conducting transformer encoder pretraining for improved downstream performance.
- Enabled precise document interaction via natural language queries by building a Retrieval-Augmented Generation (RAG) system and integrating a vector search engine for efficient retrieval.

Education

University of Calabria

Sept 2020 - July 2022

Master of Science in Artificial Intelligence and Machine Learning

- **Score:** 110/110 cum Laude.
- o Thesis: Deep Anomaly Detection in ECG Signals to Detect Arrhythmia. •

University of Calabria

Sept 2016 - Sept 2020

Bachelor of Science in Computer Engineering

- **Score:** 110/110 cum Laude.
- Thesis: Implementation of a Language for developing dynamic data collection web applications. •

Skills

Programming Languages: Python, Java, Swift, C, C++, CUDA, Javascript, Assembly.

Machine Learning: PyTorch, TensorFlow, Transformers, vLlm, Llama.cpp, CoreML, Mlx, JAX, ONNX.

LLMs: Pre-Training, SFT, RLHF, LoRA, Key-Value Caching, Grouped Query Attention, Quantisation.

Tools: Git, Jira, CI/CD, Jupyter, FastAPI, Flask, AWS, Azure, GCP, MLOps, Terraform.

Languages: Italian (Native), English (Advanced), German (Intermediate)

Awards

• Selected as **the best student** of the Master's degree program in Computer Engineering at the **University of Calabria**.

Academic Projects

- Artificial Intelligence & Knowledge Representation and Reasoning: Developed a Java-based automatic player for the Murus Gallicus game. Implemented a parallel version of the well-known MiniMax algorithm with Alpha-Beta pruning to optimize game-playing performance.
- Machine and Deep Learning: Applied advanced Machine and Deep Learning techniques to process image and text datasets. Focused on two main tasks: Multi-Class Classification and Anomaly Detection, using TensorFlow as the primary gradient computing framework.
- Images and Videos Analysis: Implemented Multi-Class and Multi-Label Classification for an unbalanced film trailer dataset in Python, using deep learning architectures like ResNet and VGG. Developed a custom modular architecture for image classification tasks with PyTorch.
- **GPGPU Programming:** Implemented a **CUDA** C parallel version of the Merge operation, achieving a 66x speedup over a serial implementation by optimizing memory access patterns and exploiting different types of GPU memory. •
- Data Mining: Performed multi-class classification of Android applications using scikit-learn to analyze a Kaggle dataset. Applied data preprocessing techniques including SMOTE oversampling, feature extraction, and model optimization through hyperparameter tuning.
- **Big Data Management:** Designed and implemented a Python query tool interfacing with **Apache Spark** for big data processing and **MongoDB** for NoSQL storage. Leveraged **PySpark** and **PyMongo** libraries for efficient data management and querying.
- Social Networks and Media Analysis: Developed a sentiment analysis model using pre-trained transformer models from Hugging Face to process an Amazon English reviews dataset. Achieved high accuracy in sentiment prediction.
- Distributed Systems and Cloud Computing: Created a distributed contact-tracing system using an Android Application and a JavaEE REST backend. The system employed Bluetooth Low Energy (BLE) technology for proximity detection and a custom REST client for backend interaction.
- Architectures and Programming of Processing Systems: Optimized Stochastic Gradient Descent implementations using advanced programming concepts like SIMD parallelism and Intel SSE/AVX instruction sets, applied to SoftSVM and Polynomial Kernel Method algorithms.
- Software Platforms for Web Applications: Developed the ShopCart web application, including a frontend Angular SPA and backend REST services implemented using JavaEE stack with JPA and Hibernate for persistence. Utilized PostgreSQL as the database.