

Gianluca Pagliara

Data Scientist

Computer Science and Data Science graduate, awarded in the Loop Q PRIZE Competition 2019 and the A2A Challenge 2020, with experiences in research at the University of Liverpool and the Imaging and Vision Laboratory of University of Milano-Bicocca.



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EDUCATION

Master's Degree in Data Science (110/110) Università degli Studi di Milano-Bicocca

09/2019 - 10/2021

Milan, Italy

- Thesis: *Benchmark Analysis of Speaker Recognition Techniques.*
- Among the other courses: Machine Learning, Advanced Machine Learning, Digital Signal and Image Management, Time Series Analysis, Data Management and Visualization, Text Mining and Search.

Bachelor's Degree in Computer Science (110/110 cum laude)

Università degli Studi di Bari

09/2016 - 10/2019

Bari, Italy

- Thesis: *Class Rewriting: an application of Conceptual Clustering to Web Ontologies.*
- Among the other courses: Data Mining, Information Retrieval, Knowledge Engineering, Agent Systems, Databases, Probability and Statistics, Numerical Calculus.

WORK EXPERIENCE

Research Intern

Imaging and Vision Laboratory

04/2021 - 08/2021

Milan, Italy

- Researched in the Speaker Recognition domain to realize a benchmark of state of the art deep learning techniques for the Speaker Verification tasks.
- Implementation of a repository of DNN models in PyTorch.

Honorary Research Associate

University of Liverpool

07/2019 - 08/2019

Liverpool, UK

I got an Erasmus+ Traineeship scholarship to do an internship abroad.

- Researched in the integration of supervised and unsupervised machine learning techniques aimed at tackling concept rewriting problems in the context of Web Ontologies.

Web Designer

Eng Solutions

07/2016 - 07/2017

Lecce, Italy

- Developed, restyled and migrated websites for different clients.

TECHNICAL SKILLS

Data Science

Machine Learning

Deep Learning

Python

Keras

PyTorch

Pandas

sklearn

MySQL

Java

C/C++

C#

PERSONAL PROJECTS

Invisible War - Defeat the Virus (Videogame) (05/2020 - 12/2020)

- Determined to play my part in the fight against COVID-19, I developed the videogame "Invisible War", in homage to all the medical staff engaged on the front lines against the virus and to support the WHO's emergency fund.

CERTIFICATES

Coursera Deep Learning Specialization (05/2019)

English in Computer Science: B2 (06/2017)

eJPT - Junior Penetration Tester (04/2016)

A real world engagement exam within the virtual labs Hera Lab.

ACHIEVEMENTS

LoopQ Prize 2019 Winner (3rd place) (07/2019)

The Loop Q PRIZE is an annual university competition organized by Loop AI Labs dedicated to accelerating the fields of Cognitive Computing and Machine Learning.

A2A Challenge Winner (1st place) (12/2020)

A challenge organized by A2A dedicated to solving a Capacitated Vehicle Routing Problem to optimize garbage collection.

LANGUAGES

Italian
Native

English
Professional Working Proficiency