

EDOARDO DEGLI INNOCENTI

Date of birth: 06/03/1991 (Padova, Italy)
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PROJECTS

VR4EDU - Virtual Reality for Education

I designed and developed, in collaboration with CSC Sound and Music computing group (University of Padua) and Multisensory Experience Lab (University of Aalborg), an educational VR program for 6-10 years old students. VR4EDU is used by more than 200 students and actually two different companies are implementing this technology for their educative projects in Italy.

Made with: **Blender, Unity, Android, C#**

THESIS - Artificial intelligence startups: mapping of companies, technologies and development of an AI-based evaluation model.

I designed and developed with my supervisor prof. Moreno Muffatto an ensemble of tools in order to perform information retrieval and business analysis in the field of AI-startups. Among them I developed web-scraping tools to collect informations about AI-startups and a binary classifier to keep and analyse relevant data.

Made with: **Python, Scrapy, AzureML**

SAP - Business Intelligence integration with BPC (Business and Planning Consolidation).

I designed and developed in collaboration with CPM team in PricewaterhouseCoopers an application, for a high-level customer, that manages how data is stored, updated and transferred to the Business Intelligence team. The main difficulty was to integrate two different technologies building a reliable connection and assuring the correct data transfer flow in both directions.

Made with: **ABAP, SAP BPC, BPC Plugin for Excel.**

INVENTbot - Chatbot for university courses

I designed and developed, in collaboration with the Industrial Engineering Department of University of Padua, a chatbot that runs on Telegram messaging platform. INVENTbot can answer, using Natural Language Processing, to many questions that students ask during the course of Innovation and Entrepreneurship at UNIPD.

Made with: **Python, NLP, MS Bot Framework**

THESIS - Eco-maps in Android: towards a child-friendly user interface for mobile devices.

I designed and developed with my supervisor Prof. Carlo Fantozzi a challenging mobile application for the National Programme P.I.P.P.I. against institutionalisation, experimented in the ten Beneficiary Cities which receive the funds allocated by Law 285/1997 (Bari, Bologna, Genoa, Florence, Milan, Naples, Palermo, Reggio Calabria, Torino, Venice), thanks to the commitment and funding of the Ministry of Labour and Social Affairs and to the technical-scientific support of the University of Padua. The app has been presented at two international conferences (Second World Congress on Resilience in 2014, Pathways to Resilience in 2015) so far.

Made with: **Java, Android OS**

NDA - Computer Vision and Deep Learning

I designed, developed and tested for a 2500+ employee company a Computer Vision and Deep Learning solution prototype currently under N.D.A.

Made with: **OpenCV, DeepLearning, Keras, TensorFlow, C++**

EDUCATION

October 2014 > December 2017 - Università degli Studi di Padova

Master of Science in Computer Science Engineering.

Thesis title: “Artificial intelligence startups: mapping of companies, technologies and development of an AI-based evaluation model.”

Grade point average: **29.9/30**.

Final grade: **110/110 magna cum laude**.

January 2016 > February 2016 - Huawei Seeds For The Future programme

Chosen as one of the 10 best Italian graduating students with an education focused on the technological innovation at the programme SeedsForTheFuture 2016 by Huawei (www.talentlab.it). Seeds for the Future, Huawei's global CSR programme, is a cornerstone of the company's efforts to address the e-skills challenge. The elite ICT talent programme selects the best students for a study trip to China focusing also on the industrial applications of the modern trending technologies. Achieved the "Huawei Certificate of Honor".

Seeds For The Future event in Brussels, Belgium. Selected by Huawei to participate with the Italian delegation in the drafting of the Digital Manifesto to be delivered to the European Parliament. By meeting with young European entrepreneurs and politicians to discuss Europe's digital future.

October 2004 > October 2014 - Conservatory of Music “Cesare Pollini” of Padova

Master of Art in Classical Guitar.

Winner of 8 international and national music competitions.

Relevant exhibitions: Performance in honor of the President of Italian Republic Giorgio Napolitano, solo performance “Musica in Luce” at the “Dal Verme” theatre of Milan.

PUBLICATIONS

Under review - “Mobile virtual reality for musical genre learning: a case study in primary education” - Edoardo Degli Innocenti, Diego Vescovi, Michele Geronazzo, Rolf Nordahl, Stefania Serafin, and Federico Avanzini.

LANGUAGES

	Understanding	Speaking	Writing
Italian	Mother tongue	Mother tongue	Mother tongue
English	C1	C1	C1

IT KNOWLEDGE

Operative Systems: Very good knowledge of Windows, Apple Mac OS X, Linux.

Software: TensorFlow, Keras, Matlab, LATEX, Eclipse, Android Studio, OpenCV, Unity, Blender, Microsoft Office, SAP BW / BPC, AzureML, Apple iWork, Adobe Lightroom, Pixelmator, Apple Final Cut Pro X.

Programming languages & technologies: Python, Java, C++, C#, HTML, PHP, XML, Javascript, jQuery, SAP ABAP.

PROFESSIONAL EXPERIENCE

Graduated on the 11th of December 2017. During my last 9 months of studies I decided to dedicate myself to a full-time job while still delivering homework, attending labs and borrowing colleagues notes to study by night in order to finish my exams. I've always worked during all my academic years.

July 2016 > April 2017 · PricewaterhouseCoopers (PwC)

Role: **Associate at PricewaterhouseCoopers inside the Data Analytics Team.**

Area: Artificial Intelligence, machine learning and corporate performance management.

Goals: Design and implementation of software solutions in the Data Analytics area in order to deliver strategic and crucial solutions for big companies. Strong collaboration with the finance team for CPM projects and with the technology team for AI and ML projects.

October 2015 > July 2016 · Università degli Studi di Padova

Role: **Tutor for the “Embedded Systems Programming” course with prof. Carlo Fantozzi**

Goals: Manage, prepare and present different topics and exercises for the “Embedded Systems Programming” lab.

From September 2014 · Freelance Web Developer

Goals: Build custom Website (HTML, CSS, Javascript) for Companies and other freelancers.

Cities visited working as Web Developer: Seoul (South Korea) two times in 2014 and 2015.

Developed 10+ websites for musicians, photographers and professional figures.

September 2013 > July 2016 · High School “A. Einstein” di Piove di Sacco (PD)

Role: **Classical guitar teacher at the high school courses in collaboration with the Conservatory of Music “Cesare Pollini” of Padova.**

Goals: teaching classical guitar for the “Corsi di Formazione di Base” courses of the Conservatory of Music of Padova collaborating also with M° Paola Muggia.

January 2014 > July 2016 · Middle School “E.C. Davila” of Piove di Sacco

Role: **Ideator, Manager and Teacher of Classical Guitar** of the middle school courses in collaboration with the “Artes” association from Prato.

Goals: Teaching Classical Guitar with an innovative approach and a deep integration of mobile devices during music lessons.

RECOGNITIONS

April 2017 - **Honoured with the “Merit Award”** by the Mayor of Brugine, dott. Michele Giraldo.

September 2011 **Honoured with the “Meritorious Citizen”** by the Mayor of Piove di Sacco, dott. Mario Crosta.