Filippo Ziliotto

Website, Portfolio, Profiles	 https://ziliottofilippodev.github.io https://www.linkedin.com/in/ziliottofilippodev/ https://github.com/ZiliottoFilippoDev 				
Summary	ntry level job as a Data scientist or wledge of Computer Vision and king as a software engineer in the				
Skills	 Machine/deep learning Object-Oriented Programming (OOP) Source and Version Control: Git, GitHub 	 Programming Languages: C++, Python, R, Excel, VHDL, SQL, Julia OpenCV, PyTorch, TensorFlow Deep Knowledge in Statistics/Physics 	 Presentation & Communication Self-Motivated Eagerness to Learn New Technologies 		
Experience	SOFTWARE ENGINEER 04/2022 - 11/2022 CERN, Meyrin, Switzerland				
	Development of python software tool used for collimation system in LHC accelerator Analysis of lossmaps in order to avoid magnet quenching.				
	PACKAGE DEVELOPER 06/2021 - Current				
	Dipartimento di Scienze Statistiche, Padova, Italy				
	R CRAN library for innovtion-diffusion models and applications (DIMORA package). Collaboration with department of statistics (University of Padua)				
	Written for Guidolin, M. (2023). Innovation Diffusion Models: Theory and Practice, First Edition. John Wiley & Sons Ltd.				
	Cited by Rob Hyndman in "CRAN Task View: Time Series Analysis"				

Projects

• **Deep Posture multitasking Recognition** in Smart Beds with Deep Multitask Learning: Research paper, studying and outperforming state of the art models in the classification of both subjects and

17 different in-bed postures, using a dataset made up of pressure maps with a smart bed. The proposed model is built from scratch implementing a simplified version of the GoogleNet, that makes use of stacked inception blocks. (Project on GitHub)

- **Self-Supervised Image Colorization** through Segmentation Networks: Research paper, implementing Image colorization with standard CNN's (Resnet) adding the information given by segmentation networks to apply different weights. The goal is to take a grayscale image as input and attempt to produce a coloring scheme. (Project on GitHub).
- **Neural Visual Stimuli Reconstruction** using kinetic Ising model: Programming and reconstructing the response of real brain signals of Zebra fish through the maximization of a log-likelihood. Then, scaling through Python the project to thousand of neurons and understand the relative importance of each one. (Project on GitHub)
- **Unsupervised Learning on Binary Protein Datasets**: Measuring performances of different clustering algorithms and techniques on high and low-dimensional binary protein datasets. Discussing and comparing the different results.
- **Deep Q-network with Gym**: Training of a reinforcement learning agent to solve the *CartPole* and *LunarLander* games with the Gym Environment. This was done using a deep-Q network constructed in Pytorch, differentiating the results for softmax and epsilon-greedy policies.
- **FPGA Fir-Filter from scratch**: Designing of a low-Pass FIR filter both in VHDL and python to compare the results by a frequency analysis. The low-Pass FIR filter chose has 4 "taps" behavior in the frequency domain. Then, first testebenched via GTKwave software and after implemented with VHDL in a real FPGA.

Education	Master of Science, Physics of Data, Expected in 05/2023 Università Degli Studi Di Padova, Padova Interdisciplinary degree between physics and data science. Bachelor's degree, Physics, 07/2020 Università Degli Studi Di Padova, Padova				
Certifications	 SQL for Data Science - Coursera Julia for Data Science - LinkedIn Advanced NLP with Python - NASBA 				
Languages	Italian: First Language Italian:	C2	English:	C1	
	Proficient		Advanced		
	French:	A2			
	Elementary				