

PERSONAL INFORMATION



Luca Zanella

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✉ luca.zanella1995@gmail.com

🌐 github.com/LucaZanella

Gender Male | Date of birth 24/02/1995 | Nationality Italian

POSITION

Software Developer in Deep Learning for Visual Scene Analysis

WORK EXPERIENCE

March 2021 – March 2023

Software developer

Fondazione Bruno Kessler
Via Sommarive, 18, 38123, Trento, Italy

E-mail eliricci@fbk.eu www.fbk.eu

- Design, development, and experimental validation of software tools and platforms for automatic analysis of video surveillance flows produced by multiple cameras

Business or sector Deep Visual Learning

March 2020 – September 2020

Master's student intern

Huawei Technologies Duesseldorf GmbH - European Research Center
Riesstraße 25, 80992 München, Germany

E-mail stefano.bortoli@huawei.com www.huawei.eu

- Definition, implementation, and experimental validation of a method for automatically correcting road networks for microscopic traffic simulation utilizing features extracted from satellite imagery using TensorFlow and Detectron2
- Development of a dashboard to monitor traffic optimization experiments analysis results using ELK Stack

Business or sector Intelligent Cloud Technologies Laboratory

February 2018 – July 2018

Bachelor's student intern

CBA Group
Viale Trento, 56, 38068, Rovereto, Italy

E-mail annamaria.chiasera@cba.it www.cba.it

- Development of a client-server system to ingest data from distributed databases (electronic health records) to a centralized application for data quality monitoring using Spring Framework and PostgreSQL

Business or sector Business Intelligence

EDUCATION AND TRAINING

September 2018 – March 2021

Master of Computer Science, 110/110 Cum laude

Department of Information Engineering and Computer Science, University of Trento, Italy

September 2015 – October 2018

Bachelor of Computer Science, 110/110

Department of Information Engineering and Computer Science, University of Trento, Italy

September 2009 – June 2014

Diploma di "Perito Ragioniere Programmatore", 94/100

I.T.C.G. Pasini, Schio, Italy

PERSONAL SKILLS

Mother tongue Italian

Other languages

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user – B1 and B2: Independent user – C1 and C2: Proficient user
[Common European Framework of Reference for Languages](#)

Communication skills – Proven teamwork skills acquired during the collaboration with international teams at FBK, Huawei, and CBA, and through the coordination of personal projects
 – Teaching and communication skills acquired as tutor during activities at UniTN Summercamp 2019 aimed at high school students learning Python

Organisational / managerial skills – Strong self-management and deadline management skills acquired during internships and project collaborations

Job-related skills

- Fluency in Python, C++, Java
- Good knowledge of Deep Learning and Machine Learning
- Good knowledge of Algorithms and Data Structures design
- Good knowledge of Evolutionary Algorithms
- Good knowledge of Windows and Linux operating systems
- Good knowledge of version control system Git
- Intermediate knowledge of PyTorch and basic knowledge of TensorFlow
- Intermediate knowledge of Spark
- Intermediate knowledge of Spin and nuXmv model checkers
- Intermediate knowledge of Repast Symphony and basic knowledge of Akka
- Basic knowledge of NoSQL databases
- Basic knowledge of Formal Languages and Compilers
- Basic knowledge of front-end languages (HTML, CSS, JS)

Driving licence B

ADDITIONAL INFORMATION

Projects

- Collaboration with Evolutionary Robotics and Artificial Life Lab (University of Trieste) for the implementation of:
 - Covariance Matrix Adaptation Evolution Strategy in Java General Evolutionary Algorithm (jgea) for experimenting with Evolutionary Computation
 - Lidar sensor and terrain with obstacles in 2D-VSR-Sim for experimenting with a 2-D version of the voxel-based soft robots (VSRs).
- Personal projects (see my GitHub):
 - Atari 2600 RL agents, an autonomous agent trained to play Ms-Pacman, Atlantis and Demon Attack with human or super-human skill level using Reinforcement Learning techniques
 - NYC Taxi Data, a detailed analysis using a Spark cluster of 300GB of data released by the NYC taxi and limousine commission
 - Pedestrian Tracking, a detection-based algorithm for tracking pedestrians in a video taken from the MOT Challenge
 - Soft Robots Evolution, a group of techniques for evolving voxel-based soft robots using evolutionary algorithms

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