

Stefano Civelli

COMPUTER SCIENCE ENGINEERING STUDENT · DATA SCIENCE SPECIALIZATION

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Experience

The University of Queensland

Brisbane, QLD, Australia

RESEARCH ASSISTANT

Feb 2024 - Present

- Conducting research focused on the application of Large Language Models (LLMs) to classify harmful and persuasive content on the web.
- Developed and refined multimodal machine learning models, integrating text and image data to improve model accuracy and robustness.
- Provided technical support to PhD students, aiding in the design and implementation of experiments for academic papers.

ML cube

Milan, IT

INTERN - ML ENGINEER

Apr 2023 - Dec 2023

- Developed a reinforcement learning solution in collaboration with E80Group to predict mission times for Automated Guided Vehicles (AGVs) in a multi-agent warehouse environment.
- Engineered a software interface to integrate with an existing AGV simulator for data extraction and feature engineering.
- Utilized object-oriented Python for environmental modeling and implemented state-of-the-art distributional RL algorithms to enhance time estimation accuracy.

Education

M.Sc. in Computer Science - Data Science specialization

Milan, IT

POLYTECHNIC UNIVERSITY OF MILAN (POLIMI)

Sep 2021 - Dec 2023

- Main courses: Machine Learning, Neural Networks, Distributed Systems, Data Streaming, Recommender Systems
- Graduation Mark: 110L/110

B.Sc. in Computer Science and Engineering

Milan, IT

POLYTECHNIC UNIVERSITY OF MILAN (POLIMI)

Sep 2018 - Jul 2021

- Main courses: software engineering, databases, algorithms & data structures, statistics, linear algebra
- Graduation Mark: 109/110

Skills

Languages	Italian, English
Programming	Python, JAVA, SQL, JavaScript, C++ (basic knowledge)
Back-end	REST API, Node.js, Spring, Postgres, MySQL
Front-end	Vue.js, Nuxt.js

Projects

Image and time series classification with Neural Networks

Nov 2022

PYTHON, KERAS, TENSORFLOW

- Developed transfer-learning neural network models for image classification and multimodal time series classification.
- Built complex ensemble of different models to improve performance

Video game development [GitHub]

Jun 2021

JAVA OOP, JAVA FX

- Developed a Java online multiplayer board game in a team of 3 people
- Designed a custom network protocol and network layer to be able to communicate online
- Achieved a high code coverage through rigorous unit testing

City guide web application [GitHub]

Jun 2022

JAVASCRIPT, NUXTJS, VUEJS, NODEJS, SQL, HTML, CSS

- Developed a NuxtJS **full stack web application** with Postgres DataBase and **SEO** optimization deployed on the Heroku platform

Awards

SCHOLARSHIPS

2019	Best freshmen 2018/2019 , Freshmen with GPA greater than 3.5 in 2018 were awarded this scholarship	POLIMI
2020, 2021	Fee reduction , 50% fees reduction for students who achieved an average grade $\geq 27/30$ in academic year	POLIMI
2022, 2023	Fee reduction , 50% fees reduction for students who achieved an average grade $\geq 29/30$ in academic year	POLIMI