



# GIOELE CRISPO

ARTIFICIAL INTELLIGENCE, WEB,  
SOFTWARE DEVELOPMENT

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## i ABOUT ME

Artificial Intelligence and Software Engineer with Agile background. 5+ years experience in design and development of algorithms, Machine Learning solutions, DevOps processes and web interfaces. Personal tech **blog** with niche interesting content. Passionate about IoT and DevOps.

## <> TECHNICAL SKILLS



Software Engineering



Artificial Intelligence



DevOps & Agile

## ✕ FRAMEWORKS & SOFTWARE

- **Preferred languages:** Python, JS, Java
- **Additional languages:** C, C++, MATLAB
- **Database design:** (relational and documental)
- **AI:** Tensorflow, Torch, Sklearn, OpenCV, transformers, ElasticSearch
- **DevOps:** Docker, Kubernetes, GitLab Pipelines, Jira, Azure Boards
- **Software frameworks:** Spring Boot, NodeJS
- **Web&Mobile:** VueJS, Kivy, Ionic & Cordova
- **Cloud:** AWS, Azure (compute, data, ML)
- **GNU/Linux, and tools** (valgrind, check, make...)

## ☰ WORK EXPERIENCE

### Software Engineer - Machine Learning

NTT DATA | 4.5 years (May 2018 - now)

- Design and Development of **AI products and innovative solutions**, taking care of the software engineering and the architectural part;
- Proposal of innovative AI & NLP features;
- **Team leading** on several projects;
- Participation to fairs and expositions;
- Interaction with customers and business partners;

Major contribution I proposed and developed:

- I designed and implemented a **microservices architecture** for two internal products which are used by 15+ customers.
- I designed a Table-of-Content comparison algorithm through **linear optimization model** and string similarity.
- I designed an innovative NLP pipeline based on **sentiment and generative models** to improve user experience in chatbots & voicebots.

### Software Development Engineer

Freelance | 1.5 year (Mar 2020 - now)

- Development of websites for professionals (portfolios and blogs)
- Design of a in-house video surveillance system, with some AI contributions.

Major achievements:

- I **designed a generic website layout template** to reduce website prototyping time by 50%.
- I **designed a custom bed fall detection algorithm (~85% accuracy)** to improve the alerting capability of the video surveillance system.

## 🎓 EDUCATION

### Master's Degree - Computer Science

Università degli Studi di Salerno | 2 years (Oct 2015 - Feb 2018)

110/110 with honors, grade avg: 29.7/30

Technical leader on many group works: Pacman-playing AI, design of an ARM CPU, control of industrial robots, videogame.

**Thesis:** Writing Order Recovery in Handwritten Signatures, [published](#)

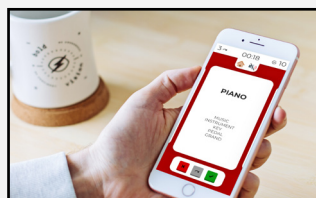
### Bachelor's Degree - Computer Science

Università degli Studi di Salerno | 3 years (Oct 2011 - Jun 2015)

**Thesis:** Gesture Recognition & Robot Control System, [video](#)

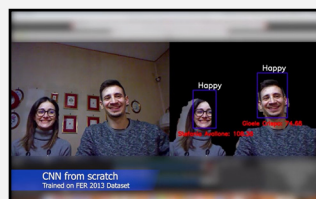
## + PROJECTS (non-work related)

find more on [gioelecrispo.github.io](https://gioelecrispo.github.io)



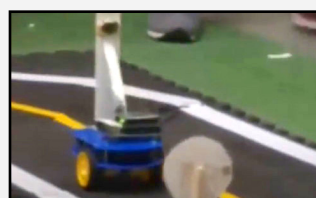
### Kaboo - Word Game

Android Game App built with Kivy framework, written in Python and published on **Play Store**. It is a word game based on well-known Taboo. A CI/CD Github Action has been developed to improve update and release processes.



### Emotions and Faces recognition

System to recognize emotions and faces from a Kinect or generic camera. A CNN was built and trained on the FER 2013 dataset from scratch. A hyperparameters optimization phase allowed to improve the accuracy by 4%.



### Self-driving car model

The car is able to autonomously navigate on a simulated road, recognizing road signs, following lanes. The software is written in C++ and uses the ROS framework and the OpenCV library.