

Daniele Reda

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EDUCATION

Telecom ParisTech - Eurecom Research Center <i>Master of Science in Computer Science, cum laude</i>	Sep. 2016 – Apr. 2018 Sophia Antipolis, France
Polytechnic University of Turin <i>Master of Science in Computer Engineering, cum laude</i>	Sep. 2015 – Apr. 2018 Turin, Italy
Polytechnic University of Turin <i>Bachelor of Science in Computer Engineering</i>	Sep. 2012 – Jul. 2015 Turin, Italy

EXPERIENCE

Wayve Technologies <i>Reinforcement learning Research Engineer</i> ◦ Reinforcement learning on autonomous vehicles.	May 2018 – current Cambridge, UK
University of California, Berkeley <i>Visiting Research Scholar at Berkeley AI Research Lab</i> ◦ Research scholar with professor Ruzena Bajcsy working on statistical models for truth telling recognition.	Aug. 2017 – Feb. 2018 Berkeley, CA
Polytechnic University of Turin <i>Student Assistant</i> ◦ Teaching Java laboratories for the undergraduate course of Object Oriented Programming.	Mar. 2016 – Jun. 2016 Turin, Italy
Polytechnic University of Turin <i>Technical Assistant</i> ◦ Linux and Windows maintenance duties in the Advanced Computer Science Laboratory.	Sep. 2015 – Mar. 2016 Turin, Italy

RELEVANT PROJECTS AND PAPERS

Learning to Drive in Imagination ◦ We demonstrate a model-based algorithm trained solely in imagination drive and generalize to multiple weathers in the real-world. ◦ https://wayve.ai/blog/dreaming-about-driving-imagination-rl	2018
Learning to Drive in a Day ◦ We demonstrate the application of deep reinforcement learning to autonomous driving on a real vehicle. ◦ https://arxiv.org/abs/1807.00412 ◦ https://wayve.ai/blog/learning-to-drive-in-a-day-with-reinforcement-learning	2018
Non-invasive markers for the detection of truth telling in surveys ◦ Development of a predictive model for truth telling recognition aimed to improve objectivity in online surveys. ◦ Software used: Matlab, Python	2018
Learning to play Atari Pong with Tensorflow on openAI Universe ◦ Analysis of DQN and A3C algorithms applied to Atari Pong openAI Gym environment. ◦ Software used: Python, Tensorflow	2017
A pilot study on mouse and gaze correlation ◦ Building of a methodology to find a correlation between gaze and mouse behaviors, achieved exploiting random forests as a classification algorithm. ◦ Software used: Java	2016

SKILLS

Computer Languages: Python, Java, C, SQL, Matlab

Human Languages: English, Italian, French, Spanish

Technologies: Pytorch, Hadoop, Spark, GitHub, L^AT_EX

Soft skills: communication and leadership skills, organizational and team working skills, 7+ years of volunteering