Eleonora Misino

MSc student
in
Artificial Intelligence

Contacts

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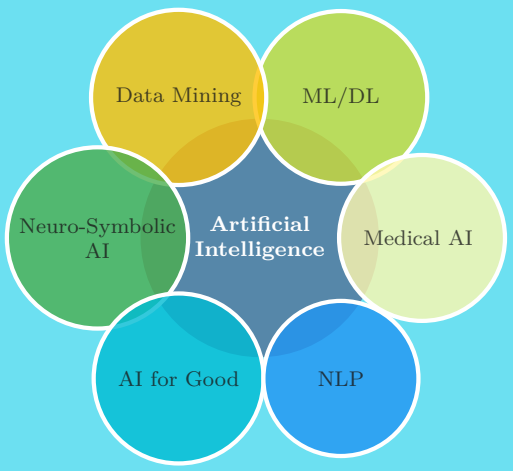
eleonora.misino@gmail.com
LinkedIn
Github
Website

Language Skills

Italian (mother-tongue)
English (IELTS 7.5)

Interests



Education

currently — **MSc in Artificial Intelligence** — University of Bologna
2nd level degree in Computer Engineering
GPA: 4.00
Graduation: October 2021

Master's Thesis
Focus: Neurosymbolic AI
Title: *Deep Generative Models with Probabilistic Logic Priors.*
Supervisor: Prof. De Raedt, Katholieke Universiteit Leuven

2018 – 2019 — **MSc in Physics of Complex Systems** — University of Torino
2nd level degree in Physics
GPA: 4.00
Interrupted

2015 – 2018 — **BSc in Physics (110/110 cum laude)** — University of Bologna
1st level degree in Physics
Official duration: 3 years
Graduation date: October 19, 2018

Bachelor's Thesis
Focus: Biomedical Physics
Title: *Study of the temporal trend of features extracted from PET images.*
Supervisor: Prof. Castellani, University of Bologna

Working Experience

Nov - Dec 2020 — **Graduate Program Lecturer at CROS NT**
Graduate Program for Data Scientists - Python Programming

Oct - Nov 2020 — **Tutor at University of Bologna**
Python Programming Tutor for the MSc in Statistics, Economics and Business

Programming Skills

- **Data Science & Machine Learning**
  - `Python`
  - `C++`
- **Logic Programming**
  - `ProLog`
- **Constraint Programming**
  - `MiniZinc`
- **SAT/SMT Programming**
  - `Z3 Prover`
- **Multi-Agent-Based Simulation**
  - `NetLogo`

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Projects

2021

SARS-CoV-2 spread in a company
Agent-based Simulation and Epidemic Models
`NetLogo` agent-based simulation of SARS-CoV-2 spread in a fictional SME using an epidemic model to simulate different scenarios and test population-wide countermeasures.

2020

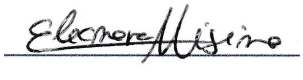
Conditional Image Generation
Deep Generative Models
`Tensorflow` implementation from scratch of a beta-Conditional Variational Autoencoder, trained on CelebA dataset and tested with attributes manipulation and vectors interpolation in latent space.
Teammate: *Bogdan Ivasiuk*

Publishing House Network
Probabilistic Graphical Model
`pgmpy` implementation of Bayesian network of an ideal publishing house and comparison of 3 approximate inference methods (Weighted-Likelihood, RejectionSampling and GibbsSampling).

2019

Tablut AI Competition
Decision Making and Game Theory
`Python` implementation of the Nega-Max algorithm with Alpha-Beta Pruning designed to play Tablut game and enhanced with a Genetic Algorithm.
Teammates: *Bogdan Ivasiuk, Daniele Verì*

Hospital Reception
Agent-based Simulation and Queueing Theory
Agent-based simulation of a hospital reception applying the queuing theory and using `NetLogo` environment.



March 19, 2021