Simone Guardati

✉ simone.guardati42@gmail.com
🖥 pistocop.dev
in simone-guardati
⌨ pistocop
🐦 simone_guardati
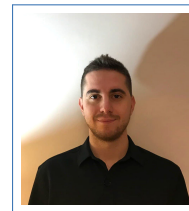
Experience

2019 - now	**Data engineer**, *Injenia S.r.l.*, Bologna (BO), Design, develop and deploy different components for custom client ML solutions. Store and analyze the data (*Elasticsearch*, *MySQL*, *Bucket*) on different cloud provider (*GCP*, *Azure*), process it on scale with different frameworks (*Dataflow*, *Databricks*), scouting deep Learning NLP solutions (*Spacy*, *Tensorflow*), orchestrate everything (*Airflow*) and serve it as an internal service (*FastAPI*).
2018	**Internship for master's thesis**, *Injenia S.r.l.*, Bologna (BO).
2015	**Internship for bachelor's thesis**, *UNIBO DEI Department*, Bologna (BO).
2011 - 2015	**Summer camp head of the animation**, *Notaio A.M. foundation*, (MC).
2011	**Software tester**, *BIT S.r.l.*, Tolentino (MC), High school Stage.

Education

2017 - 2019	**Master's Degree in CS Engineering**, *UNIBO*, Bologna, *Implementation of an Opinion Mining infrastructure for textual comments.* 110/110 with honors - Finalist of DAMA best thesis 2019
2017 - 2018	**Erasmus+ exchange**, *Universitat Politècnica de València*, València.
2011 - 2016	**Bachelor's Degree in CS Engineering**, *UNIBO*, Bologna, *Computer simulation of chemical kinetics in a dielectric barrier discharge in air at atmospheric pressure,* 91/110.
2005 - 2011	**High School Diploma in CS**, *Itis E. Divini*, San Severino Marche (MC), 88/100.

Projects

pistobot	Create and chat with a generative model (GPT-2) trained with user messaging data. Available on GitHub, website, medium, colab notebook.
autoNLP	A framework to do Aspect Based Sentiment Analysis (ABSA) using mostly ML technologies. It was made for my master thesis during the internship and it is based almost on GCP services. Slides available on my GitHub.
mAIstermind	Create an AI that play mastermind board game. The project includes some masters programs able to create the matches database. Available on my GitHub.
Madness	An isometric horror-exploration PC video game developed (Unity3D) in a multicultural team for a university project during the erasmus exchange.

Skills

Certifications	Google professional data engineer Databricks core capstone	Languages	Italian: mother-tongue English: B2 Spanish: B1
Programming	Main: Python Others: Bash, SQL, Java, C#	Other	Beach/Volleyball player Ex scout member B driving license Good at exhibit projects Comfortable in public speaking
Framework	Airflow, FastAPI, Dataflow, PySpark, Elasticsearch/Kibana, Databricks		
Courses	Big data and ML on GCP Web Developer in 2021: ztm		