



Nicola Corbellini

Nationality: Date of birth: 07/10/1993 Gender: Phone number:

Email address:

Home:

WORK EXPERIENCE

Software developer

Valeo Legal Solutions s.r.l. [20/11/2023 – Current]

Country: Italy

The main activities consist of data science tasks, such as data scraping and developing a system that embeds a human-centered Artificial Intelligence (AI) system grounding on the latest advancements in AI, specifically large language models.

Master's internship (150 hours)

Casa Paganini - InfoMus Lab [29/03/2021 – 27/05/2021]

City: Genova (GE)

Country: Italy

The activities consisted in the development of a tool to facilitate the analysis of human movements. Specifically, the tool consisted in a library of state-of-the-art algorithms for the analysis of movement qualities of individual persons at different spatial scales, i.e. from one individual body part to the whole body movement. The algorithms were implemented with the EyesWeb software platform (http://casapaganini.it/eyesweb_eng.php), a software tool for the analysis of expressive gestures and non-verbal behaviors.

Bachelor's Internship (250 hours)

Centro interdipartimentale Mente e Cervello (CiMec) [05/2015 – 09/2015]

Address: Laboratorio di Cognizione Animale e Neuroscienze (ACN), 38068, Piazza Manifattura 1, Rovereto (TN) (Italy)

Research activities on animal cognition, specifically the Spatial-Numerical Association of Response Codecs (SNARC) effect.

Main activities consisted in selecting the experimental subjects (Zebra fish), expose them to a behavioral training in the experimental design and, finally, test the degree of skill acquisition.

EDUCATION AND TRAINING

PhD in Computer Science

Casa Paganini – InfoMus, DIBRIS, University of Genova, Italy [01/11/2021 – Current]

City: Genova

Country: Italy

Field(s) of study: Computer Science

The PhD project aims to computationally model the group potency to endow a machine with social intelligence, in order to positively impact the processes inside a small group of people.

The group potency is a dynamic phenomenon that arises and is shaped from social interaction. Therefore, the goal of this project is devising a computational model grounded on the analysis of multimodal behavioral features of social interaction (e.g. movement and paralinguistic features among the others). These features are then fed to state-of-the-art learning algorithms to obtain a semi-/automatic prediction of the potency in a group.

Master's Degree in Digital Humanities - Communication and New Media

University of Genova [01/09/2019 – 27/10/2021]

Field(s) of study: LM92 - Communication Theory

Final grade: 110/110 with honors

Thesis: Design and Evaluation of the Graphical User Interface of a Motion Data Processing Tool

Bachelor's Degree in Cognitive Psychology

University of Trento [01/09/2012 – 23/03/2018]

Final grade: 95/110

Thesis: Cognitive illusions in the Kahneman/Gigerenzer debate

Scientific High School

Liceo scientifico "Martiri di Belfiore" [01/09/2007 – 01/07/2012]

Final grade: 67/100

LANGUAGE SKILLS

Mother tongue(s): **Italian**

Other language(s):

English

LISTENING B2 READING B2 WRITING B2

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Overleaf (LaTeX) / 3D Blender / Python / MATLAB / Pytorch / Scikit-learn / Pytorch Geometric / Pandas / Amazon SageMaker / Docker / GitHub

PUBLICATIONS

Making Automatic Movement Features Extraction Suitable for Non-engineer Students

[2021]

Towards Human-Machine Collaboration: Multimodal Group Potency Estimation

[2022]

An Exploratory Study on Group Potency Classification from Non-verbal Social Behaviours

[2022]

Few Labels are Enough! Semi-Supervised Graph Learning for Social Interaction

[2023]

VOLUNTEERING

Open source contributor @ Cheshire Cat AI

[01/03/2023 – Current]

I'm a volunteer core contributor to the Cheshire Cat AI open-source project. This is a production-ready framework to develop AI personal assistants exploiting the recent advancements in the field of Natural Language Processing and Large Language Models. The main activities include the project dissemination with blog posts and tutorials; the technical support to the community and the backend development.

Link: <https://cheshirecat.ai/>