# **GiulioZhou**

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Brilliant and highly motivated Artificial Intelligence student with solid maths and programming background. Research interests include Machine Translation and Natural Language Understanding. Currently focusing on sequence-to-sequence models, morphology and word embeddings in Natural Language Processing.

# Education

2017 - PRESENT

#### MSc in Artificial Intelligence / University of Edinburgh

- Expected 2018
- Thesis: "Morphological Zero-Shot Neural Machine Translation" (in progress)
  Supervisor: Dr Alexandra Birch
- Specialisation Area: Natural Language Processing

2014 - 2017

## BA in Computer Science / Alma Mater Studiorium, University of Bologna

- Final Mark: 110/110 cum Laude
- Thesis: "Machine Learning as support for the evaluation of Agile Requirements" (in Italian) Supervisor: Prof Paolo Ciancarini
- Featured Courses includes: Linear Algebra, Probability Calculus and Statistics, Mathematical Analysis, Algorithms and Data Structures, Databases, Programming Language Technologies, Optimisation, Theoretical Computer Science, Operating Systems, Software Engineering
- Obtained three Scholarship for academic distinction in 2014-2015

2009 - 2014

#### Diploma in Business and Programming / Commercial Institute "Federico Cesi", Italy

- Final Mark: 100/100 cum Laude
- Thesis: "The modern side of 'The art of war' " Awarded as best thesis in Umbria (Italy) 2014

# **Academic Projects**

#### Elimia: an autonomous exploration Lego robot [Python]

- Prototype of an autonomous Lego robot capable of exploring a predefined area containing obstacles, developed for the course "Robotics: Science and System"
- Responsible for the mechanical design and construction of the robot, as well as the implementation of Dynamics and Kinematics principles for joints and motion control.

# Machine Learning for Agile Requirement Engineering [Python]

• Dissertation Project supervised by Dr. Vincenzo Lomonaco, Dr. Daniel Russo and Prof. Paolo Ciancarini

- Main frameworks: scikit-learn, NLTK, doc2vec (generalisation of word2vec)
- The objective of this project was to evaluate Machine Learning algorithms as support to the estimation phase in Agile projects.
- The project was developed in a series of phases: 1-Creation of a dataset composed by Agile requirements for a virtual software project; 2-Extraction of features from text, and Feature Engineering; 3-Experiments with regression algorithms; 4-Evaluation and discussion of the results

## **UARM Kernel** [C]

- Basic working nucleus for uARM (ARM7TDMI processor emulator) which provides system calls in both kernel-mode and user-mode
- The project organised into three major milestones: 1-Creation of the data structures and functions for processes and semaphores; 2-Implementation of a scheduler; 3-Implementation of a paging system
- Played the fundamental role of debugger and tester throughout the project while actively contributing to the actual implementation

## easyRASH [HTML, CSS, Python, JS]

- Online conference management system designed to simplify the peer reviewing process for scientific papers written in RASH (Research Articles in Simplified HTML)
- Main frameworks: Flask, AngularJS, Angular Material
- Designed the structure of the system using MVC concepts
- Lead the group assigning tasks considering the qualities and skills of each member

## Research

# Character vs Subword-level models in Neural Machine Translation [not published]

Review paper for the Informatics Research Review (IRR) course.

The paper explores representation methods for NMT models by analysing and discussing the results obtained by state-of-the-art translation system.

# **Work Experience**

- "La Giada" restaurant, Terni (Italy), 2010-2014, as waiter, web specialist and computer system manager
- Dr Rutili Roberta's accounting firm, Terni (Italy), October 2013, as accounting assistant
- Trend s.r.l., Terni (Italy), January 2013, as accounting assistant and SQL query optimiser
- "Fittuccia" pastry shop, Terni (Italy), July 2012, as assistant pastry chef

# **Additional Interests**

- Martial Arts: Wing Chun (2011 2015), Ba Gua Zhang (2015-2016)
- Music: interested in Opera music and in playing the piano
- Art: Watercolourist, Digital Painter and Pencil Artist