

Piero Molino

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Profile Being a curious mind trying to bring together different cultural interests, I am very fascinated by the interconnections between knowledge, language and learning. I love to search for non-obvious solutions to problems following a multidisciplinary approach to learn new and diverse things and have new experiences. I developed strong technical skills in different fields of artificial intelligence and I apply them to challenging and interesting problems.

Experience Staff Research Scientist, Stanford University, Palo Alto, USA, 7/2020-Now
Working in Prof. Chris Ré's Hazy Research group in the Stanford AI Lab on ML systems.

Senior Research Scientist I & II, Uber AI Labs, San Francisco, USA, 4/2018-6/2020
Worked on both research and applications in Dialogue Systems, Natural Language Processing, Deep Learning, Reinforcement Learning, Graph Learning and Meta-Learning. worked on several impactful deployed applied ML projects, including NLP for Customer Support and Graph Learning for Uber Eats Recommender Systems.

Technical Team Lead, Uber AI Labs, San Francisco, USA
Created Ludwig (7.7k+ stars on GitHub), a code-free deep learning toolbox, and lead the team developing and supporting it. The project is part of the Linux Foundation as of 5/2020.

Research Scientist, Uber AI Labs, San Francisco, USA, 12/2016-3/2018
Uber acquired Geometric Intelligence and created Uber AI Labs. Did research on Natural Language Processing with Deep Learning. I created Uber's internal Deep Learning and NLP experimentation framework and used it in the customer support application COTA.

Machine Learning Scientist, Geometric Intelligence, New York, USA, 8/2016-12/2016
Worked at Geometric Intelligence, a NYU startup led by Gary Marcus and Zoubin Ghahramani with Kenneth Stanley, Noah Goodman and Jeff Clune. We developed Xprop, a new deep learning algorithm for learning from smaller amounts of data for language, vision and knowledge tasks.

Cognitive Research Staff Member, IBM Watson, New York, USA, 9/2015-8/2016
Worked on several NLP and ML projects: question understanding and classification, semantic models for cognitive search, question answering, query correction and autocomplete, text classification with Deep Learning and other techniques.

CTO, QuestionCube, Bari, Italy, 7/2011-9/2015
Founded of QuestionCube, developed of question answering systems: Wikiedi, a question answering system over Wikipedia with NLP and semantic technologies; PARisponde, a government semantic search engine over Open Data FAQs - Won the special prize of Apps4Italy; AQPrisponde, a question answering system for help desk operators.

Computational Design, FF3300, Bari, Italy – 3-7/2015
Worked on generative design and data visualization on the web.

Research Intern, Yahoo! Lab, Barcelona, Spain – 9-12/2013
Research project about the adoption of semantic models and network-based approaches for community question answering, using big data technologies for the analysis of really big datasets of billions question-answer pairs.

Developer, Freelance, Bari, Italy - 2010-2015

Development of No, Birdie, No!, a 2D pixel art game for the Edge Create 2012 contest.
Development of FL-Core, an open source package for GNU Octave for fuzzy logic. Development of BitBuddies, and iOS app for creating pixel art portraits.

Videogame Journalist, Everyeye.it, Bari, Italy - 9/2004-2/2007

Journalist, Head Editor, International Reporter, Director and Video Editor for everyeye.it (Hidedesign). Wrote more than 40 articles and 20 video-articles about video games.

Teaching Programming Languages Teaching Assistant, University of Bari – 3/2012-6/2014
Tutoring and teaching Programming Languages at the University of Bari.

Education 5/2015 - PhD in Computer Science, University of Bari - Research topic: Semantics, Question Answering, Learning to Rank
9/2013 - European Summer School on Information Retrieval 2013 in Granada, Spain
7/2013 - Lisbon Machine Learning Summer School 2013 in Lisbon, Portugal
6/2013 - BigDive in Turin, Italy (big data analysis and visualization, www.bigdive.eu)
8/2012 - Machine Learning Summer School 2012 in Kyoto, Japan
6/2011 - InnovAction Lab Puglia, teaches how to evaluate the innovative potential of an idea and how to present it to private investors and companies (www.innovactionlab.org)
10/2011 - Master Degree in Computer Science, University of Bari - Thesis about a framework for question answering for Italian and English - Score 110/110 cum laude
7/2009 - Bachelor Degree in Computer Science, University of Bari - Thesis about serendipity in recommender systems - Score 110/110 cum laude

Publications On Google Scholar - <https://scholar.google.it/citations?user=xckWxTsAAAAJ>
Published in venues including NeurIPS, ICLR, ACL, EMNLP, SIGIR, ACM TOIS, Artificial Intelligence

Technical Skills Languages (main) - Python, Java
Languages (minor) - Javascript, Processing, Objective-C, HTML / CSS, C#, PHP, Prolog, SQL
Software - TensorFlow, PyTorch, Numpy, Scikit-learn, nltk, spacy, gensim, Lucene, Hadoop
Skills - Natural Language Processing, Semantics, Deep Learning, Question Answering, Text Mining, Machine Learning, Dialogue Systems, Data Science, Neural Networks, Artificial Intelligence, Recommender Systems, Ranking, Information Retrieval, Search Engines

Online Courses Machine Learning (Stanford University - Score 100% - With Distinction)
Natural Language Processing (Columbia University - Score 103% - With Distinction)
Computing for Data Analysis (John Hopkins University - Score 100% With Distinction)
Introduction to Data Science (University of Washington - 95% With Distinction)
Social and Economic Networks (Columbia University - Score 91.3% With Distinction)
Web Intelligence and Big Data (Indian Institute of Technology Delhi - Score 90.1% With Distinction)

Languages Italian (native), English (fluent), Spanish (basic), French (basic)

Interests Video games and their development, computational art, graphic novels, literature and philosophy