

Emanuel Nibizi

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EDUCATION

University of Turin

Bachelor of Computer Science

Turin, IT

Sep 2023 — Mar 2026

- **Thesis:** *Deep Reinforcement Learning for autonomous driving agents in Godot*
 - Designed environments and trained Proximal Policy Optimization models to navigate said simulated environments.
 - Integrated Python ML libraries with the Godot Engine to achieve parallelization in the training phase.
 - Leveraged HPC4AI supercomputing resources, using Ray RLlib to manage remote training and optimize resource allocation.

WORK EXPERIENCE

IT Consultant

Sistemi

Feb 2024 — Feb 2025

Remote

- Implemented a scalable data collection pipeline using Apache Kafka in partnership with Michelin France, enabling the aggregation and processing of large scale subsidiary data.
 - Utilized the Java open-source framework Spring Boot

Software Engineer

Sistemi

Jun 2021 — Dec 2023

Turin, IT

- Developed and maintained multiple SPA and web applications, focusing on utilizing the proprietary project management software.
 - Utilized the Microsoft open-source framework Blazor, based on .NET and C#

PROJECTS

Maintainer, Personal Blog (blog.teflonofjoy.dev)

Nov 2022 — Present

- Collaborative blog in partnership with a friend, hosted on Netlify and seamlessly deployed through a custom domain
 - Built with HUGO, shipped with Netlify

SKILLS

- **Programming Languages:** Python, C/C++, C#, JAX, Java, JavaScript, R, Bash, Dafny, Kotlin, HTML/CSS, GDScript
- **Technologies:** Git, Anaconda, PyTorch, Docker, Openstack, Kafka, Spring, Grafana, Prometheus, Microsoft SQL Server, PostgreSQL, .NET
- **Languages:** Italian (native), English (proficiency), French (proficiency)