

Sebastian Cavada

Computer Vision student & Digital Innovator

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About Me -

Pragmatic and creative person with a passion for new technologies, specifically in the fields of artificial intelligence and computer vision. Dedicated to using my skills and knowledge to help address the pressing issue of climate change. Focused on using technology and creativity to find solutions and make a positive impact on the world.

Social Network -



Linkedin Profile



Github Profile Page

Website

Languages

Italian - C2 - mother tongue

English - C1

German - B2

Education

Bachelor in Computer Science

2023-2025 **Master in Computer Vision** MBZUAT - Abu Dhabi Pursuing Master of Research in Computer Vision at MBZUAI, researching SLAM and 3D Gaussian splitting supervised by Prof. Ian

2022 **Erasmus - Cognitive Science** Univerität Osnabrück

> Studied Cognitive Science for 6 months at the University of Osnabrück, in Germany, focusing on Machine Learning and Computer **Vision**. Strengthen my German language and communication skills.

2019 - 2023 **Bachelor Computer Science**

Free University Bolzano Graduated with 108/110 in Computer Science from a trilingual university, proficient in English, German, and Italian. Thesis project

supervised by Prof. Oswald Lanz.

2016 - 2019 ITT Marconi, Rovereto Maturità Italiana

Graduated with 97/100 in the technical school in Rovereto with a

specialization in Computer studies

2017 - 2018 **Irish Leaving Certificate** CBS Mitchelstown, Mitchelstown

4th year abroad, learned English, and achieved the Irish Leaving

Certificate graduating with 476/625

Projects

2019 - now Around the world **Hackathons**

Participated in numerous hackathons across Europe, demonstrating strong collaborative and technical skills. Achieved a notable 50% win rate in competitions. In 2022 I led a team to win first prize in the "4D Buildings" challenge at HackZurich, Europe's largest hackathon.

2019 - now Valle di Fiemme iRefill

Developed and continually enhanced "iRefill," a long-term project focusing on environmental solutions in food packaging. Overcame numerous challenges through dedicated efforts and collaboration with the co-founder. Actively contribute to a related blog, sharing

insights and discussions on environmental topics.

2021 - 2023 **Climathon Fiemme**

Co-organized the inaugural Climathon in Fiemme Valley, collaborating with three other individuals passionate about climate action. Successfully attracted over 50 participants, resulting in 9 innovative ideas and business projects with significant local community impact

over the years.

Awards

March 2024 Winner of the Pioneers4.0 Hackathon, co-organized FDGF - UAF

> by the Ministry of Industry and Advanced Technology (MoIAT), EDGE Group, and LIPTON. Awarded a special

internship at LIPTON.

July 2023 Winner of fully founded master of research MBZUAT - UAF

scholarship

Winner of Challenge "4D buildings" by Siemens Sep. 2022 HackZurich

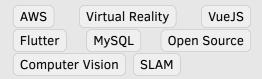
August 2022 Finalist for Italian ClimateLaunchpad EIT Climate-KIC - Italy

March 2022 **Finalist for Productflows challenge** Bendingspoons - Italy

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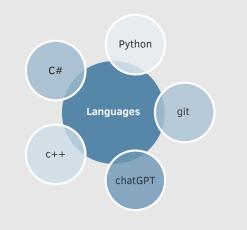
Interests



Soft Skills



PLS



Interests



Working Experience

2021 - 2022 VR Developer

RealverseVR - a Start Up project

CTO and VR programmer at RealverseVR: Led development of educational experiences through VR technologies such as unity and meta quest, resulted in the publishing of a Virtual experience on Quest store and SteamVR, in collaboration with the museum of the Lagazuoi, Cortina.

2021 - 2023 Student Tutor

University of Bolzano

Appointed for individual study support based on previous experience, personal characteristics, and expressed availability

2021 – 2023 Junior Developer

Suggesto

Worked on web scraping, web application development using Flutter, and various testing and reporting tasks.

2018 - 2021 Sales Staff

La sportiva, Ziano di Fiemme

Worked for three summers in sales at a leading mountaineering equipment company, improving sales and communication skills.

Internship

2024

Summer Mesh Reconstruction with LLMs

CVI2 - University of Luxembourg

Developed and implemented pipelines for dataset creation to instruct-tune Open-Source LLMs on 2D and 3D structured mesh autocompletion. Utilized PyTorch, Torchrun, HPC, and WandB for visualization. Overcame challenges in accelerating the training process to complete within two days. *Supervised by Dr. Anis Kacem.*

Summer Implementation of AI task

FBK Trento

Developed and implemented **computer vision** AI task using an approach to scale **neural network** for low-resource systems. Created open-source code for portability across multiple platforms. Developed a pipeline from GPU development in Python to MCU deploy-

ment in C. Supervised by Francesco Paissan.

2022 - 2023 Thesis Internship

UniBZ and NOI Techpark

Developed a real-time human 3D pose tracking system using egocentric and exocentric video streams, which served as the basis for my thesis with that title. Also created a digital twin of the indoor environment, improving my expertise in data processing and visual-

ization. Supervised by Prof. Oswald Lanz

2017 – 2017 Junior Developer

Suggeste

Developed mesh network project, created content, tested infrastructure, and made improvements on the existing codebase.

2017 – 2017 It-component repair

RepairMy, Dublin

Interned for 4 weeks at a technology repair store, specializing in laptops, phones, and desktops. Gained experience in hardware repairs, quality control, and shipping. Strengthened communication skills in English.

Extra-Curricular Activities

2023 MBZUAI Entrepreneurship Courses, hosted by StartAD to acceler-

ate ideas development

2023 Practice-oriented course on the EU's history, structure, and poli-

tics at the University of Innsbruck EUREGIO Brussels School, includ-

ing a visit to the European Parliament in Brussels.

2022 - now **Content creator on YouTube**, sharing tips and my experiences while

traveling and programming

2021 Entrepreneurship and Innovation Master course as a free choice

at the Free University of Bolzano

2020 - 2022 **Student representative** of the computer science faculty.