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# Fabio Barbero

## Curriculum Vitae

*Curious and creative builder at the intersection of data, algorithms, and design. Passionate about transforming abstract problems into impactful solutions.*

### Education

**MSc, Data Science for Decision Making**, *Maastricht University*, Maastricht, **2022–2025**

**BSc, Data Science and AI**, *Maastricht University*, Maastricht, *Cum Laude*, **2018–2021**  
*Honours Student.*

**Exchange**, *IT University of Copenhagen*, Copenhagen. **2020–2021**  
Network Analysis, Security & Privacy, Distributed Systems

**European Baccalaureate**, *European School of Brussels I*, Brussels, **2011–2018**  
*89.4/100.*

### Experience

#### Work

**Data Consultant**, *Netlight*, Hamburg. **2025–current**

**Lead AI Engineer**, *Sportboost AI*, *Mila*, *Montreal*, Computer vision for bikefitting, **2024**  
Developed 3D camera models for human/bike keypoint detection and designed backend infrastructure.

**Software Developer**, *Odo*, *Belgium*, ERP & Marketing Software, Co-developed the Knowledge module (now in Odo core). Full-stack work in Python/JavaScript, integrated with large ERP systems. **2021–2022**

**Student Ambassador**, *Maastricht University*, Public & recruitment events. **2019–2021**

#### Research

**Honours Research Student**, *Maastricht University*, PySeidon Project, **2019–2020**  
Developed a simulation framework for vessel logistics (Port of Rotterdam).  
Published results [3].

### Projects & Publications

**CG:SHOP Competition**, *Computational Geometry*, Ranked 7th (junior), Optimized convex polygon covering.. **2023**  
[github.com/fbarbe00/CG-SHOP-2023](https://github.com/fbarbe00/CG-SHOP-2023)

**Cross-Platform Disinformation Detection**, *Maastricht Univ.*, Springer Publication, Built multimodal embeddings across platforms to detect coordinated campaigns. **2022**  
[2]

**Heuristic Sampling for fast plausible playouts**, *Bachelor Thesis*, IEEE Publication, Designed fast heuristic agents for board game evaluation using Ludii. **2021**  
[1]

**Finding Missing Trains**, *Master Thesis*, European Railways, Merged infrastructure/timetable data to assess European connectivity.. **2021**  
[github.com/fbarbe00/Finding-Missing-Trains](https://github.com/fbarbe00/Finding-Missing-Trains)

**Solar System Simulation**, *Team Project*, Computed feasible Earth–Titan trajectories under time/fuel constraints.. **2020**

## Competitions & Entrepreneurship

**Google Hashcode**, *Online*, 1st & 2nd place Maastricht Hub, Optimized real-world problems under time constraints. **2020–2021**

**Young Entrepreneurs Belgium**, *Brussels*, Startup project, Developed and marketed wooden phone-locking devices crafted by artisans with disabilities. **2017**

## Technical Skills

**Programming:** Python (NumPy, Pandas, Matplotlib), Java, JavaScript, C, C++, Julia, R, SQL

**Tools:** Linux, Docker, Git, LaTeX, OpenStreetMap, OSRM, MOTIS

**Expertise:** Machine Learning, Data Engineering, Computer Vision, Computational Modeling, Graph Analysis

## Languages

**Italian:** Native

**French:** Native

**English:** C2

*Professional*

**Spanish:** C1

*Advanced*

**German:** B2

*Intermediate*

## Interests

**Sports:** Running (20km Brussels, half-marathons), Yoga, HIIT, Strength training

**Music:** Perfect pitch, jazz piano, saxophone, improvisation.

**Open Source:** Contributions to PlantCV, Ludii, OSRM, Wikipedia, OpenStreetMap.

**Other:** Blogging (fabio Barbero.eu), Raspberry Pi/Arduino, juggling

## Note

Full list of projects, publications, and blog posts at <https://fabio Barbero.eu>.

## Publications

[1] Cameron Browne and Fabio Barbero. Heuristic sampling for fast plausible playouts. *IEEE CoG*, 2021. Available at [https://iee-cog.org/2021/assets/papers/paper\\_313.pdf](https://iee-cog.org/2021/assets/papers/paper_313.pdf).

[2] Fabio Barbero et al. Multi-modal embeddings for isolating cross-platform coordinated information campaigns on social media. *CoRR*, abs/2309.12764, 2023. Available at <https://arxiv.org/pdf/2309.12764>.

[3] Paulius Skaisgiris, Walter Simoncini, Fabio Barbero, Amir Ahangi, and Rico Mockel. Pyseidon - a maritime port simulation framework. *ICCMS*, 2021. Available at <https://dl.acm.org/doi/10.1145/3474963.3474986>.