

# CARMINE FERRARA

Curriculum Vitae - 31<sup>th</sup> October 2022

## PERSONAL INFORMATION

**Name:** Carmine Ferrara

**Date of Birth:** 11<sup>th</sup> November 1998

**Place of Birth:** Vercelli, Italy

**Address:** Via Raccio, 23

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## EDUCATION

### University of Salerno

Fisciano, SA

*Master's degree (M.SC.) in Computer Science*

2020 - 2022

110/110 cum laude

Academic advisor: *Prof. Fabio Palomba*

### University of Salerno

Fisciano, SA

*Bachelor's degree (M.SC.) in Computer Science*

2017 - 2020

110/110 cum laude

Academic advisor: *Prof. Andrea Francesco Abate*

## RESEARCH AND WORK EXPERIENCE

### SeSaLab, Computer Science Department

University of Salerno - Fisciano(Sa), Italy

*Research Assistant*

2022-current

*Main research topics:* Software Fairness, Software Quality & Metrics, Software Engineering For Artificial Intelligence.

*Advisor:* Prof. Andrea De Lucia

*Advisor:* Prof. Fabio Palomba

### SeSaLab, Computer Science Department

University of Salerno - Fisciano(Sa), Italy

*Master's Degree Research Project*

2022

Empirical investigation about Fairness applications in ML-Intensive development working environments.

*Principal research strategies:* Literature Review, Large Scale Survey, Data Analysis & Statistics

*Main research topics:* Software Engineering For Artificial Intelligence, Software Quality & Metrics

*Academic advisor:* Prof. Fabio Palomba

*Academic advisor:* Dott.ssa. Giulia Sellitto

## PUBLICATIONS

Paper: Fairness-Aware Machine Learning Engineering: How Far Are We?;

Authors: C.Ferrara, G.Sellitto, F.Ferrucci, F.Palomba, A. De Lucia;

Current State: **In Preparation**;

Expected submission date: November 15, 2022;

Target journal: Springer's Empirical Software Engineering Journal (EMSE).

Paper: Machine Learning Fairness Engineering Practices' Catalog: A Systematic Mapping Study;

Authors: C.Ferrara, G.Sellitto, F.Ferrucci, F.Palomba, A. De Lucia;

Current State: **In Preparation**;

Expected submission date: December 2022;

Target journal: IEEE Transactions on Software Engineering - (TSE)

Elsevier's Journal of Software and Systems (JSS).

## TECHNICAL

### Programming

C, Java, Spring, Node.JS, Python, R and  $\LaTeX$

### Statistical software

RStudio, Matlab, GeoGebra

### Web Development

HTML, CSS, JavaScript, JQuery

### Database Management

SQL, MongoDB, JPA, XML, JSON

### Image Editing Software

Gimp, Paint.net, Photoshop

### Video Editing Software

Pinnacle Studio, Sony Vegas

### Software Modelling Tools

Visual Paradigm, Draw.Io, StarUML

### Software Management Tools

MSProject, Slack, Trello, Discord

## OTHER INFORMATION

## Personal Soft Skills

Team working, Communication & Cooperation, Analytic Mindset, Problem Solving

## Relevant Accademy Projects

### University of Salerno

#### *Digital Donation*

Fisciano, SA

2021-2022

Design & Development of a blood donations management platform

#### Principal Roles:

- Team Manager
- Project Manager (Academy Simulation)
- Scrum Master (Academy Simulation)

### University of Salerno

#### *Monumental Tree*

Fisciano, SA

2021-2022

Design & Development of a Monumental Tree Finder chat bot, based on Cloud Services

#### Principal Roles:

- Backend Developer
- Cloud Service Architect

### University of Salerno

#### SoftLab

#### *Outshell*

Fisciano, SA

Rome, RM

2020-2021

Design & Development of a Flutter Mobile Application for bullying phenomenons treatment

#### Principal Roles:

- Mobile Full Stack Developer
- Mobile Software Designer

**About the project:** To avoid authentication problems, for this project we have developed an Authentication Token System in JavaScript

### University of Salerno

#### *IFY - Internship of You*

Fisciano, SA

2019-2021

Design, Development, Maintenance & Evolution of an Academy Internship Management Platform

#### Principal Roles:

- Full Stack Developer
- Software Designer
- Software Tester
- Team Leader (Academy Simulation)

**University of Salerno**

*AI Car Kineton*

Fisciano, SA

2020

Design & Development of a Unity Self Driving Car 3D Simulation

**Principal Roles:**

- Unity Developer
- Machine Learning Developer (ML-Agents Framework)

*Academic advisors:* Prof. Andrea Francesco Abate - Dott. Ignazio Passero

**Other Relevant Working Experiences & Certifications**

**J&G, Carnevale Group**

*Office Employee & Excel Module Designer*

London, UK

2015

**I.I.S. Baronissi - known Today as I.S. Margherita Hack**

*Trinity ISE 1 Certification - (CEFR level - B1)*

Baronissi, SA

2017

PRIVACY TREATMENT & SIGNATURE

In compliance with the Italian legislative Decree no. 196 dated 30/06/2003, I hereby authorize you to use and process my personal details contained in this document.”

Fisciano, 31/10/2022

*Carmine Ferrara*