

# GIUSY ANNUNZIATA

Curriculum Vitae - 31<sup>th</sup> January 2023

## PERSONAL INFORMATION



**Name:** Giusy Annunziata  
**Date of Birth:** 16<sup>th</sup> October 1998  
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**GitHub Profile:** [@GiusyAnn](#)  
**LinkedIn Profile:** [giusy-annunziata](#)

Research assistant at Software Engineering (SeSa) Lab, with an interest in software engineering, and artificial intelligence. My research interests lie in software engineering, software management, and maintenance, particularly aspects related to risk management, gamification, and artificial intelligence applied to SE.

## EDUCATION

### University of Salerno

*Master's degree (M.SC.) in Computer Science*  
Graduation thesis in Software Project Management

**grade 110/110 cum laude**

Academic advisor: *Prof. Filomena Ferrucci, Prof. Fabio Palomba, Doc. Stefano Lambiase*

Thesis Description: This thesis aims to realize a methodology that applies Risk Management through simulation and gaming to improve learning. A serious game for the realized methodology was implemented, and an empirical product evaluation was conducted.

Fisciano, SA

December 2020 - December 2022

### University of Salerno

*Bachelor's degree in Computer Science*

**grade 94/110**

Academic advisor: *Prof. Andrea Francesco Abate, Prof. Ignazio Passero*

Thesis Description: Using the Photon plugin in Unity, it was possible to synchronize the behavior between two or more players, simulating the practices of a multiplayer game.

Fisciano, SA

September 2017 - December 2020

## RESEARCH ACTIVITY AND WORK EXPERIENCE

### Research Assistant

*SeSa Lab, Computer Science Department*

SERGE—Serious Game for the Education of Risk Management in Software Project Management

*Main research topics:* Human Aspects and Management in Software Project Management

*Academic advisor:* Prof. Andrea De Lucia, Prof. Fabio Palomba

University of Salerno - Fisciano (SA), Italy

April 2023

**SeSaLab, Computer Science Department**

*Master's Degree Research Thesis*

SERGE—Serious Game for the Education of Risk Management in Software Project Management

*Principal research strategies:* Literature Review, Game Design Creation and Validation, Controlled Experiments

*Main research topics:* Software Engineering and Software Project Management

*Academic advisor:* Prof. Filomena Ferrucci, Prof. Fabio Palomba, Doc. Stefano Lambiase

University of Salerno - Fisciano (SA), Italy

March 2022 - December 2022

ACADEMIC AND/OR PROFESSIONAL QUALIFICATION

**Academic Tutor**

University of Salerno - Fisciano (SA), Italy

I obtained the 60-hour assignment as a Tutor for students with disabilities  
in collaboration with the University of Salerno.

June 2022 - December 2022

**PMBOK Certification**

University of Salerno - Fisciano (SA), Italy

Certificate of participation in a management course on the PMBOK areas. September 2021 - February 2022

PUBLICATIONS

Paper: *SERGE* – Serious Game for the Education of Risk Management in Software Project Management

Authors: G.Annunziata, S.Lambiase, F.Ferrucci, F.Palomba;

Current State: **In Preparation**;

Expected submission date: March 2023;

Target journal: ACM Transactions on Software Engineering and Methodology (TOSEM).

Paper: *From Source to Choice: How Does the Preferred Programming Language Impact Community Smells?*

Authors: G.Annunziata, S.Lambiase, C.Ferrara, G.Catolino, F.Ferrucci, F.Palomba, A. De Lucia;

Current State: **In Preparation**;

Expected submission date: 1 April 2023;

Target conference: SEAA — Euromicro Conference on Software Engineering and Advanced Applications.

PRIVACY TREATMENT & SIGNATURE

I give consent to process my data with the purpose of the recruitment process, in accordance to the Regulation of the European Parliament 679/2016, regarding the protection of natural persons and free movement of such data.

Fisciano, 31/01/2023

Signature

