

MATTIA GIANOTTI

RESEARCHER | COMPUTER SCIENTIST | ENGINEER

Milan
gianottimattia10@gmail.com
+393490536079

[Portfolio](#)
[Linkedin](#)
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PROFESSIONAL EXPERIENCE_

H-Index: 7

- 01/01/2017 **RESEARCHER @DEIB**
– PRESENT
INNOVATIVE INTERACTIVE INTERFACE LABORATORY (I3LAB) – DEPARTMENT OF ELECTRONIC, INFORMATION AND BIOENGINEERING (DEIB) AT POLITECNICO DI MILANO
- Participated in **4 national and 3 international projects**, with developers and leadership roles in 5 of them.
 - **Designed technological** solution to support daily life of people with **cognitive disorders**.
 - **Published 20+ scientific paper** in the field of Human Computer Interaction on the results of my research.
 - Used the most advanced technology in the fields of **Virtual and Augmented Reality**, Human Driven **Internet of Things**, **Conversational Agents** and Smart Toys.
- 01/09/2022 **PROFESSOR @POLITECNICO DI MILANO**
– PRESENT
- Taught in **23 courses** to students from computer science and design background
 - **Teaching professor** in **3 courses** at school of Design in project oriented courses
 - Supervised **20+ Master Thesis** from Computer Science and Engineering and Design schools.
- 01/01/2022 **WP LEADER @POLITECNICO DI MILANO**
– 31/12/2023
- 5A - AUTONOMIE PER L'AUTISMO ATTRAVERSO REALTÀ VIRTUALE, REALTÀ AUMENTATA, E AGENTI CONVERSAZIONALI
- Managed a **multidisciplinary group** of 20+ people, including computer scientist, designer and psychologist
 - Designed the **technological infrastructure** for the VR, AR and conversational Agent integration.
 - Designed and developed the **customization codeless system** for caregivers
- 01/12/2022 **TASK LEADER @POLITECNICO DI MILANO**
– PRESENT
- ACTIVE3 – EVERYONE, EVERYWHERE, EVERYDAY
- Managed a **multidisciplinary group** of 6 people, including computer scientist and designer
 - Supervised and developed integration of preexisting solution and a sensorized climbing wall

EDUCATION_

- 2014 **MASTER DEGREE IN COMPUTER SCIENCE AND ENGINEERING - INGEGNERIA INFORMATICA @POLITECNICO DI MILANO**
– 28/04/2017
Master Thesis title: **Rehabilitation Games for Juvenile Rheumatic Disease to Knees and Ankles**
- 01/09/2017 **PHD WITH HONORS @POLITECNICO DI MILANO, I3LAB**
– 20/07/2021
Joint Ph.D. program between Computer Science and Engineering and Design
Ph. D. Thesis title: **Smart Multisensory Environments for Children with Neurodevelopmental Disorders**
- 21/02/2022 **ABILITAZIONE ALLA PROFESSIONE DI INGEGNERE (ESAME DI STATO) @ POLITECNICO DI MILANO**

LANGUAGES_

ITALIAN → Native
ENGLISH → Professional proficiency

SKILLS_

PROGRAMMING LANGUAGE C#, C, Arduino, Python, html, css, javascript, SQL, Vue.js
TECHNOLOGY EXPERT Internet of Things, Virtual Reality, Augmented Reality, Cross Reality, Conversational Agents, Machine Learning Algorithm
OTHER Ludic activities and serious games, Videogame, Software architectures