

MATTIA GIANOTTI

RESEARCHER | COMPUTER SCIENTIST | ENGINEER

gianottimattia10@gmail.com

+393490536079

[Portfolio](#)

[Linkedin](#)

[Scopus](#)

[Google Scholar](#)

[Orcid](#)

[Research Gate](#)

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 papers** in the field of Human Computer Interaction on the results of my research.
- Experimented with 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 scientists, 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 scientists, psychologists and designers
- Supervised and developed integration of preexisting solution and a sensorized climbing wall

EDUCATION_

2014

MASTER DEGREE IN COMPUTER SCIENCE AND ENGINEERING – INGEGNERIA

– 28/04/2017

INFORMATICA @POLITECNICO DI MILANO

Master Thesis title: **Rehabilitation Games for Juvenile Rheumatic Disease to Knees and Ankles**

01/09/2017

PHD WITH HONORS

– 20/07/2021

@POLITECNICO DI MILANO, I3LAB

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 EXPERTISE Internet of Things, Virtual Reality, Augmented Reality, Cross Reality, Conversational Agents, Machine Learning Algorithm

OTHER Ludic activities and serious games, Videogame, Software architectures