9.45 Let us build a feature on Trivago Christoph Reinartz  10.30 Break  11.00 Advanced search for your legacy application David Pilato  12.00 Kotlin social graph Roberto Franchini  12.45 Lunch  14.00 Understanding Git Paolo Perrotta  15.00 Crowd-controlling a game with Elixir and Phoenix Andrea Leopardi  15.45 Break  16.15 Predicting Titanic survivors with machine learning Ju Liu  17.15 Geospatial graphs made easy with OrientDB Luigi Dell'Aquila  17.15 Kata in Bash Andrea Francia		Starbuck hall		AguaVerde hall	
10.30 Break  11.00 Advanced search for your legacy application  David Pilato  12.00 Kotlin social graph Roberto Franchini  12.45 Lunch  14.00 Understanding Git Paolo Perrotta  15.00 Crowd-controlling a game with Elixir and Phoenix Andrea Leopardi  15.45 Break  16.15 Predicting Titanic survivors with machine learning Ju Liu  17.15 Geospatial graphs made easy with OrientDB  10.30 Break  11.00 Manage your virtual datacenter with oVirt APIs and Python Simone Tiraboschi  12.00 Funny Code Matteo Baglini  12.00 Hypermedia games Einar Høst  Create Docker from scratch with Golang and bashism Giulio De Donato  15.45 Break  16.15 Profiling and debugging with NodeJS Marco Piraccini  17.15 Kata in Bash	9.30 Opening remarks				
11.00 Advanced search for your legacy application  David Pilato  Example 12.00  Roberto Franchini  12.45 Lunch  14.00  Understanding Git  Paolo Perrotta  15.00  Crowd-controlling a game with Elixir and Phoenix Andrea Leopardi  15.45 Break  16.15  Predicting Titanic survivors with machine learning Ju Liu  Manage your virtual datacenter with oVirt APIs and Python Simone Tiraboschi  12.00  Funny Code Matteo Baglini  14.00  Hypermedia games Einar Høst  Create Docker from scratch with Golang and bashism Giulio De Donato  15.45 Break  16.15  Predicting Titanic survivors with machine learning Ju Liu  17.15 Geospatial graphs made easy with OrientDB  17.15  Kata in Bash		_		tolerant application with riak_core	
APIs and Python Simone Tiraboschi  12.00 Kotlin social graph Roberto Franchini  12.45 Lunch  14.00 Understanding Git Paolo Perrotta  15.00 Crowd-controlling a game with Elixir and Phoenix Andrea Leopardi  15.45 Break  16.15 Predicting Titanic survivors with machine learning Ju Liu  17.15 Geospatial graphs made easy with OrientDB  APIs and Python Simone Tiraboschi  12.00 Funny Code Matteo Baglini  15.00 Create Docker from scratch with Golang and bashism Giulio De Donato  15.45 Break  16.15 Profiling and debugging with NodeJS Marco Piraccini  17.15 Kata in Bash	10.30 Break				
14.00 Understanding Git Paolo Perrotta  15.00 Crowd-controlling a game with Elixir and Phoenix Andrea Leopardi  15.45 Break  16.15 Predicting Titanic survivors with machine learning Ju Liu  17.15 Geospatial graphs made easy with OrientDB  12.45 Lunch  14.00 Hypermedia games Einar Høst  Create Docker from scratch with Golang and bashism Giulio De Donato  15.45 Break  16.15 Profiling and debugging with NodeJS Marco Piraccini  Kata in Bash				APIs and Python	
12.45 Lunch  14.00 Understanding Git  Paolo Perrotta  15.00 Crowd-controlling a game with Elixir and Phoenix Andrea Leopardi  15.45 Break  16.15 Predicting Titanic survivors with machine learning Ju Liu  17.15 Geospatial graphs made easy with OrientDB  12.45 Lunch  Hypermedia games  Einar Høst  Create Docker from scratch with Golang and bashism Giulio De Donato  15.00 Frofiling and debugging with NodeJS  Marco Piraccini  17.15 Kata in Bash		Kotlin social graph		Funny Code	
14.00 Understanding Git  Paolo Perrotta  15.00 Crowd-controlling a game with Elixir and Phoenix  Andrea Leopardi  15.45 Break  16.15 Predicting Titanic survivors with machine learning  Ju Liu  17.15 Geospatial graphs made easy with OrientDB  14.00 Hypermedia games  Einar Høst  Create Docker from scratch with Golang and bashism  Giulio De Donato  15.45 Break  16.15 Profiling and debugging with NodeJS  Marco Piraccini  Kata in Bash		Roberto Franchini	<u></u>	Matteo Baglini	
Paolo Perrotta  15.00 Crowd-controlling a game with Elixir and Phoenix Andrea Leopardi  15.00 Create Docker from scratch with Golang and bashism Giulio De Donato  15.45 Break  16.15 Predicting Titanic survivors with machine learning Ju Liu  17.15 Geospatial graphs made easy with OrientDB  17.15 Kata in Bash	12.45 Lunch				
15.00 Crowd-controlling a game with Elixir and Phoenix  Andrea Leopardi  15.00 Create Docker from scratch with Golang and bashism  Giulio De Donato  15.45 Break  16.15 Predicting Titanic survivors with machine learning  Ju Liu  17.15 Geospatial graphs made easy with OrientDB  17.15 Kata in Bash		Understanding Git		Hypermedia games	
and Phoenix Andrea Leopardi  15.45 Break  16.15 Predicting Titanic survivors with machine learning Ju Liu  17.15 Geospatial graphs made easy with OrientDB  17.15 Kata in Bash		Paolo Perrotta		Einar Høst	
16.15 Predicting Titanic survivors with machine learning  Ju Liu  16.15 Profiling and debugging with NodeJS  Marco Piraccini  17.15 Geospatial graphs made easy with OrientDB  17.15 Kata in Bash		and Phoenix		and bashism	
machine learning  Ju Liu  17.15 Geospatial graphs made easy with OrientDB  17.15 Marco Piraccini  Kata in Bash	15.45 Break				
17.15 Geospatial graphs made easy with OrientDB 17.15 Kata in Bash				Profiling and debugging with NodeJS	
				Marco Piraccini	
Luigi Dell'Aquila Andrea Francia			17.15	Kata in Bash	
	<b>3</b> 6	Luigi Dell'Aquila		Andrea Francia	

18.00 Closing remarks