



Riccardo Cantoni
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Riccardo Cantoni

Computer Scientist

Why Computer Science

In a perfect world, i would have been hiking around in the mountains all year long. Computer science happened to be almost as interesting. The process of deconstructing an intricate problem into symblic language and feeding it into a relatively dumb machine is a very creative, intriguing and challenging task.

Education

2016 - present, Master's Degree in Computer Science

(expected term of graduation - Dec 2018)

Universita' degli Studi di Milano, Milano, Italy.

2013 - 2016, Bachelor's Degree in Computer Science

Universita' degli Studi di Milano, Milano, Italy.

2008 - 2012, Scientific High School

Liceo Scientifico Vittorio Veneto, Milano, Italy.

Experience

Feb 2018 - present, Collaborator in Research

Developing AI tools to improve long term engagement and to support exergaming systems. In the context of an EU-financed project for the assistance to the elder and other categories of patients.

AIS Lab, Laboratory of Applied Intelligent Systems, Universita' degli Studi di Milano.

Sep 2017 - present, University Tutor

Teaching classes of basic computer science to 1st year students coming from other curricula. Universita' degli Studi di Milano.

Skills

Programming

- Java
- Python
- C#
- F#
- OCaml
- ProLog

Softwares and tools

- Unity
- Git
- Blender
- IDEs, various
- LaTeX
- Coq
- NuSMV
- HTML5
- MS Office

Language Skills

- English: CEFR C2 Proficiency, certified 2017
- German: CEFR A2 Waystage, certified 2009

Activities & Personal Projects

Master's Thesis

"Artificial Intelligence based Narration Engine to improve engagement and to support long term exergaming."
(expected ETA: December 2018)

Bachelor's Thesis

"An educational tool for Agent Planning in an AI course."
Development of a framework for the implementation of planning agents, to be used in the teaching of the course of Artificial Intelligence.
-PDF

Space Invaders AI

For a university course: creation of an AI player capable of performing better than humans in the classic game Space Invaders, based on a hierarchy of Fuzzy Logic controllers.
-project page on personal website

"r/worldnews" data analysis

For a university course: statistical analysis of international news on the popular social network/discussion platform Reddit. Studying how sources, subjects, moderation and demographic data are related to the opinion of users.
-PDF

Procedural Architecture

Using Markov-Chain-like algorithms to procedurally plan and construct buildings and architectural elements. (ongoing project)
-project page on personal website

Scientific Worldbuilding

Heavily science-based world generation, aimed to provide the foundation for large scale, long term simulation of human-environment interactions. (ongoing project)
-project page on personal website

Matrix Generation for Word Games

Experimenting with algorithms for the generation of matrices of letters, like those used in common word games.
-project page on personal website

Personal Interests

On Topic

- Artificial Intelligence
- Procedural Generation
- Software Design
- Data Science

Off Topic

- Traveling, hiking and mountaineering
- Ancient and modern history
- Stand-up comedy