

Davide Aversa

PH.D. · SOFTWARE ENGINEER · ARTIFICIAL INTELLIGENCE · GAME DEVELOPMENT

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"Make the change that you want to see in the world."

Education

La Sapienza University of Rome

DEGREE IN COMPUTER ENGINEERING

Rome, Italy

Oct. 2006 - Dec. 2009

- Completed with honors with a thesis on grid and distributed computing.

La Sapienza University of Rome

MASTER DEGREE IN ARTIFICIAL INTELLIGENCE AND ROBOTICS

Rome, Italy

Sep. 2010 - Jul. 2013

- Completed with honor with a thesis on architectural design of Non-Player Characters in videogames.

La Sapienza University of Rome

PH.D. IN COMPUTER ENGINEERING

Rome, Italy

Sep. 2013 - Jul. 2017

- Ph.D. focused on improved and combined pathfinding and decision making for Non-Player Characters in videogames.

Skills

Programming	Python, C#, JavaScript, TypeScript, C++ (up to C++17), Java, Haskell
Frameworks	Django with Python, Express with Node.JS, Java Spring, HTML5, LESS
Game Technologies	Unity3D, Phaser.js, Unreal Engine, OpenGL/WebGL, GLSL
Languages	Italian, English

Experience

HTML.it

TECH WRITER

Rome, Italy

Jan. 2012 - Apr. 2013

- Writing new and articles about latest game development news.
- Writing guides about programming languages and computer engineering topics.

Freelance

WEB DEVELOPERS

Remote

May. 2013 - May. 2014

- Lorem Ipsu

Helvia.io

R&D AND BACKEND DEVELOPER

Remote

Oct. 2016 - Present

- Lorem Ipsu

Publications

Belief-Driven Pathfinding Through Personalized Map Abstraction

AIIDE

DAVIDE AVERSA, STAVROS VASSOS

2014, Raleigh, North Carolina, USA

- Full paper and speaker of the “Artificial Intelligence for Interactive Digital Entertainment” conference 2014.

Path Planning With Inventory-Driven Jump-Point-Search

AIIDE

DAVIDE AVERSA, SEBASTIAN SARDINA, STAVROS VASSOS

2015, Santa Cruz, California, USA

- Full paper and speaker of the “Artificial Intelligence for Interactive Digital Entertainment” conference 2015.

Pruning and Preprocessing Methods for Inventory-Aware Pathfinding

CIG

DAVIDE AVERSA, STAVROS VASSOS, SEBASTIAN SARDINA

2016, Santorini, Greece

- Full paper for the “Computational Intelligence & Games” conference 2016.

Smart Pathfinding: Extending Navigation Search with Agent Capabilities

Nucl.ai

DAVIDE AVERSA, STAVROS VASSOS

2016, Vienna, Austria

- Poster for the Nucl.ai conference

Solving Belief-Driven Pathfinding using Monte-Carlo Tree Search

DiGRA/FDG

DAVIDE AVERSA, STAVROS VASSOS

2016, Dundee, Scotland

- Poster and short paper for the “Digital Games Research Association and Foundation of Digital Games” joint conference 2016.

Honors & Awards

2016 **1st Place**, Best Poster Award at Nucl.ai 2016

Vienna, Austria