GIOVANNI CIATTO



Birthday: January 4, 1992

Genre: Male

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DESIRED OCCUPATION

Placement in a position allowing for research within the fields of programming languages/paradigms/architectures or distributed systems coordination, with a particular focus on self-organization.

EDUCATION

Master's degree

October, 2014 \rightarrow March, 2017

University of Bologna, Italy

Computer Science and Engineering

- · Studies in the field of programming paradigms, computational models, distributed systems coordination, robotics, machine learning and artificial vision, web applications, business intelligence, model-driven software engineering
- \cdot 110/110 cum laude

Master's degree thesis

March 16, 2017

Third generation neural networks: formalization as timed automata, validation and learning

Relator: Prof. Gianluigi Zavattaro

- · Co-relators: Elisabetta De Maria, Cinzia Di Giusto (University of Nice)
- · Modeling of spiking neural networks by means of the "timed automata" formalism, validation of the so-achieved model and proposal of a learning approach.
- · External site: https://github.com/gciatto/snn_as_ta

Bachelor's degree

September, 2011 \rightarrow October, 2014

Electronics, informatics and telecommunications engineering

University of Bologna, Italy

- · Studies in the field of networking, signal processing, software engineering and programming languages.
- \cdot 110/110 cum laude

Bachelor's degree thesis

October 9, 2014

Impiego combinato di GPS, BLE e riconoscimento di immagini per individuare entit nella realt aumentata Relator: Prof. Mirko Viroli

- · Steering a user perceiving an augmented world by integrating GPS for long distances, bluetooth beacons for indoor localization, and marker recognition for closer objects.
- · External site: http://amslaurea.unibo.it/7658/

High-school diploma

 $\mathbf{2006} \rightarrow \mathbf{2011}$

Scientific curriculum

Liceo Scientifico "C. Caminiti", S. Teresa di Riva (ME), Italy

.98/100

PUBLICATIONS

Article

(accepted on) January 2017 G. Ciatto, E. De Maria, C. Di Giusto

Spiking Neural Networks as Timed Automata

· Proceedings of the school "advances in Systems and Synthetic Biology - Modelling Complex Biological Systems in the Context of Genomics"

Article (under submission)

Parameter Learning for Spiking Neural Networks modelled as Timed Automata
Maria. C. Di Giusto

G. Ciatto, E. De

· International conference COORDINATION 2017

LANGUAGE

	Listening	Reading	Interaction	Speaking	Writing
Italian	Native language				
English	C1	C1	C1	C1	C1
French	A1	A1	A1	A1	A1

EXPERIENCE

Internship

June, 2016 \rightarrow December, 2016

I3S Laboratory

University of Nice-Sophia Antipolis, France

· Studies in the field of theoretical informatics applied to third generation neural networks

Internship

October, 2013 \rightarrow February, 2014

A GUI for the Alchemist Simulator

APICe lab, University of Bologna, Cesena, Italy

· Design and implementation of a GUI for the Alchemist simulator and its integration with Open-StreetMap

· Supervisor: Prof. Mirko Viroli

 $\cdot \ Alchemist: \ \texttt{http://alchemistsimulator.github.io}$

· OpenStreetMap: https://www.openstreetmap.org

TECHNICAL STRENGTHS

Hardware configuration Desktop & notebook PCs assembling Programming Paradigms imperative, object oriented, functional,

logic, constraint programming

Software configuration Windows and Linux installation and configuration Programming Languages Java, Scala, Xtend, C# & VB.Net, Haskell, Prolog,

JavaScript, C, Python, Minizinc, COBOL

Protocols & APIs Socket (TCP & UDP), HTTP, RESTful WebAPI

Databases SQL, PostgreSQL, MySQL

Development tools Git, Mercurial, Maven, Gradle, Swagger, Xtext

Markup languagesXML, HTML, Markdown, IATEXIDEsEclipse, IntelliJ Idea, Visual Studio,

Android Studio, PyCharm

ADDITIONAL INFORMATION

About me: I am an experienced developer and designer. I can both work alone or as a team, with or without my favorite IDEs. I prefer a *model driven* approach when designing software but I can easily switch my mind to some agile approach, like SCRUM, if needed.

Interests: formal models and languages, from both the designer and user point of view; MAS & coordination within distributed systems; logic or other declarative paradigms; artificial intelligence and machine learning; learning as much languages as possible!

Giovanni Ciatto, March 30, 2017

Giovanni Cialto