



# GIOVANNI CIATTO

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## DESIRED OCCUPATION

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A researcher position within the fields of self-organizing *distributed systems*, with a particular focus on the models, architectures, infrastructures, and technologies enabling the coordination of massive distributed computations.

## EDUCATION

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### Master's degree

October, 2014 → March, 2017

*Computer Science and Engineering*

*University of Bologna, Italy*

- 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
- 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](https://github.com/gciatto/snn_as_ta)

### Bachelor's degree

September, 2011 → October, 2014

*Electronics, informatics and telecommunications engineering*

*University of Bologna, Italy*

- Studies in the field of networking, signal processing, software engineering and programming languages.
- 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 aumen-  
tata*

*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

2006 → 2011

*Scientific curriculum*

*Liceo Scientifico “C. Caminiti”, S. Teresa di Riva (ME), Italy*

- 98/100

## PUBLICATIONS

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### Article

*Spiking Neural Networks as Timed Automata*

**Accepted on January 2017**

G. Ciatto, E. De Maria, C. Di Giusto

- Proc. of the Thematic Research School on Advances in Systems and Synthetic Biology (ASSB), EDP Sciences, (2017).

### Article

*Programming the Interaction Space Effectively with ReSpecTX*

**Submitted on April 2017**

G. Ciatto, S. Mariani, A. Omicini

- (submitted to) IDC 2017: 11<sup>th</sup> International Symposium on Intelligent Distributed Computing

### Article

*Parameter Learning for Spiking Neural Networks modelled as Timed Automata*

**Submitted on May 2017**

G. Ciatto, E. De Maria, C. Di Giusto

- (submitted to) CMSB 2017: 15th Conference on Computational Methods in Systems Biology

## LANGUAGE

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	Listening	Reading	Interaction	Speaking	Writing
<b>Italian</b>	Native language				
<b>English</b>	C1	C1	C1	C1	C1
<b>French</b>	A1	A1	A1	A1	A1

## EXPERIENCE

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**Temporary Research Fellow, “Assegnista di ricerca”**

**April 24, 2017 → April 23, 2018**

*Department of Informatics – Science and Engineering (DISI)*

*University of Bologna, Italy*

- Project title: “Language and platform techniques for complex software systems development”

### Internship

*I3S Laboratory*

**June, 2016 → December, 2016**

*University of Nice–Sophia Antipolis, France*

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

### Internship

*A GUI for the Alchemist Simulator*

**October, 2013 → February, 2014**

*APICe lab, University of Bologna, Cesena, Italy*

- Design and implementation of a GUI for the Alchemist simulator and its integration with OpenStreetMap
- Supervisor: Prof. Mirko Viroli
- Alchemist: <http://alchemistsimulator.github.io>
- OpenStreetMap: <https://www.openstreetmap.org>

## TECHNICAL STRENGTHS

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<b>Hardware configuration</b>	Desktop & notebook PCs assembling
<b>Programming Paradigms</b>	imperative, object oriented, functional, logic, constraint programming
<b>Software configuration</b>	Windows and Linux installation and configuration
<b>Programming Languages</b>	Java, Scala, Xtend, C# & VB.Net, Haskell, Prolog, JavaScript, C, Python, Minizinc, COBOL
<b>Protocols &amp; APIs</b>	Socket (TCP & UDP), HTTP, RESTful WebAPI
<b>Databases</b>	SQL, PostgreSQL, MySQL
<b>Development tools</b>	Git, Mercurial, Maven, Gradle, Swagger, Xtext
<b>Markup languages</b>	XML, HTML, Markdown, L <sup>A</sup> T <sub>E</sub> X
<b>IDEs</b>	Eclipse, IntelliJ Idea, Visual Studio, Android Studio, PyCharm

## ADDITIONAL INFORMATION

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**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**, May 19, 2017