



GIOVANNI CIATTO

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DESIRED OCCUPATION

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

PhD Student

Data Science and Computation

November, 2017 → Now

University of Bologna, Italy

- Studies in the field of Data Science and Big Data, focusing on novel enabling approaches, architectures and technologies.

Master's degree

Computer Science and Engineering

October, 2014 → March, 2017

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

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

March 16, 2017

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

Electronics, informatics and telecommunications engineering

September, 2011 → October, 2014

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

Impiego combinato di GPS, BLE e riconoscimento di immagini per individuare entit nella realt aumen-tata

October 9, 2014

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

Scientific curriculum

2006 → 2011

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

- 98/100

PUBLICATIONS

Paper

Spiking Neural Networks as Timed Automata

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).

Paper

Programming the Interaction Space Effectively with ReSpecTX

Accepted on June 2017
G. Ciatto, S. Mariani, A. Omicini

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

Extended Abstract

Novel Opportunities for Tuple-based Coordination: XPath, the Blockchain, and Stream Processing S. Mariani, A. Omicini, G. Ciatto

- WOA 2017: 18th Workshop "From Objects to Agents", pp. 61-64

LANGUAGE

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

EXPERIENCE

Teaching assistant for the course "Distributed Systems"

School of Engineering and Architecture

September, 2017 → Now

University of Bologna, Italy

- Distributed architectures. Agent-based technologies and middlewares. Computational logic, logic programming and Prolog.

Temporary Research Fellow, "Assegnista di ricerca" April 24, 2017 → October 31, 2017

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

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, IBM Informix
Development tools	Git, Mercurial, Maven, Gradle, Swagger, Xtext
Markup languages	XML, HTML, Markdown, L ^A T _E X
IDEs	Eclipse, 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, September 26, 2017