

PERSONAL INFORMATION

Giacomo Acitelli

 acitelli@diag.uniroma1.it

Gender Male | Date of birth 10/01/1996 | Nationality Italian

WORK EXPERIENCE

August 2022 – October 2022

Research Fellow (Assegnista di Ricerca)

CICERO-NET: Progettazione e sviluppo di un framework e di una piattaforma software per la generazione intelligente di percorsi turistici nel territorio laziale

Institution DIAG, Sapienza Università di Roma, Italy

June 2022 – July 2022

Software Development Engineer

Internship in DATAMATE SRL

Assisted in the analysis, design and development of software and web applications

EDUCATION AND TRAINING

Current

PhD in Engineering in Computer Science

Institution Sapienza Università di Roma, Italy

2022

MSc in Engineering in Computer Science (Laurea Magistrale in Ingegneria Informatica)

Thesis Cost-Based Trace Alignment in Process Mining via Automated Planning, Defended on 23 May 2022

Mark 110/110 cum laude

Institution Sapienza Università di Roma, Italy

2019

BSc in Computer and System Engineering (Laurea Triennale in Ingegneria Informatica e Automatica)

Thesis Realizzazione di una base di dati con PostgreSQL e confronto con il modello non relazionale, Defended on 22 October 2019

Mark 110/110

Institution Sapienza Università di Roma, Italy

2015

Classical Lyceum Diploma

Mark 84/100

Institution Liceo Classico Cornelio Tacito – Rome, Italy

MAIN RESEARCH AREAS

Business Process Management, Process Mining, Process Adaptation, Process Resilience, Robotic Process Automation, Automated Planning and Reasoning about actions in Artificial Intelligence, Human-Computer Interaction, Human-Robot Interaction.

SELECTED PUBLICATIONS

- 1 Simone Agostinelli, Giacomo Acitelli, Michela Capece, Massimo Mecella: *A Human-in-the-loop Approach to Support the Segments Compliance Analysis*. 20th International Conference on Business Process Management, BPM 2022
- 2 Giacomo Acitelli, Marco Angelini, Silvia Bonomi, Fabrizio Maria Maggi, Andrea Marrella, Alessandro Palma: *Context-Aware Trace Alignment with Automated Planning*. 4th International Conference on Process Mining, ICPM 2022

PERSONAL SKILLS

Mother tongue Italian

Other languages

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	B2	B2	B2	B2
Spanish	A2	A2	A2	A2	A2

Levels: A1 and A2: Basic user – B1 and B2: Independent user – C1 and C2: Proficient user
[Common European Framework of Reference for Languages](#)

Programming languages

Basic HTML, XML, CSS, JavaScript, PHP, Assembly, C++
Intermediate Python, C, SQL
Advanced Java, Android

Digital skills

Operating Systems Unix, Windows
Office Automation LATEX, OpenOffice, LibreOffice, Microsoft Office
Modeling Languages Unified Modeling Language (UML), Entity-Relationship (ER)
Methodologies Agile (Scrum)
Standards HTTP, Rest, Soap, TCP/IP, SSL, SSH
Others Arduino, Maven, Git, Virtualbox, MySQL, ActiveMQ, ProM, Netkit, Wireshark

LIST OF EXAMS TAKEN DURING THE MASTER'S DEGREE

- 1 Network Infrastructures, 28/30
- 2 Algorithm Design, 28/30
- 3 Machine Learning, 23/30
- 4 Formal Methods, 30/30
- 5 Data Management, 27/30
- 6 Software Engineering, 30/30
- 7 Distributed System and Computer and Network Security, 26/30
- 8 Seminars in Advanced Topics in Computer Science Engineering, Qualified
- 9 Topics in Physics, 30 cum laude
- 10 Human Computer Interaction, 30 cum laude
- 11 Neural Networks, 30/30
- 12 Interactive Graphics, 28/30
- 13 Mobile Application and Cloud Computing, 30/30
- 14 Process Management and Mining, 30 cum laude

PROJECTS DONE DURING THE MASTER'S DEGREE

- 1 Web Information Retrieval Project: mining and information retrieval techniques are applied to assess value of cooperation in Wikipedia showing a strong correlation between number of edits and article quality. Link of the project: https://github.com/giacomo1096/WIR_project
- 2 Human Computer Interaction Project: Android application developed following the "User-Centered" design and the "usability" principles for interactive systems. Link of the project: https://github.com/giuliadelcitto/ClubbyCloset_project
- 3 Interactive Graphics Project: interactive web application in 3D graphics with emphasis on animation, lighting and shading techniques. Link of the project: https://github.com/giacomo1096/IG_project

- 4 Mobile Application and Cloud Computing Project: Android application for Formula 1 lovers. The application meets the following requirements: responsive layout, authentication service (google's sign in), multi-thread, use of external Web-APIs, external storage service (Firebase db) and personal backend. Link of the project: <https://github.com/giacomo1096/F1App>
- 5 Process Management and Mining Project: modeling, automation and monitoring of business processes with business process automation, robotic process automation and process mining techniques.