

# Matteo Campo

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 <https://matteocampo.com>

Date of birth 07/06/1991 | Nationality Italian

## SKILLS

Technical	<b>C++, Python, OpenGL</b> , Bash, Git, Latex, Tcl, Awk. <b>Visual Studio</b> , Vim, Blender, Adobe Photoshop, Microsoft Office. Windows and Linux.
Analytical	I use an <b>analytical</b> approach to <b>problem-solving</b> that I developed during my time spent as a researcher. I am proficient in <b>mathematics</b> and <b>physics</b> at a doctorate level.
Soft	I always maintain a <b>positive</b> attitude and <b>enthusiasm</b> when working in a <b>team</b> . I am passionate about <b>learning</b> and widening my knowledge.

## EXPERIENCE

Sep 2015 Now	<b>Research Assistant (Ph.D. Candidate)</b> <a href="#">Johannes Gutenberg-Universität Mainz, Germany</a> <b>Research</b> in computational statistical physics, using <b>Monte Carlo</b> and <b>molecular dynamics</b> techniques. Thesis title: Slow Dynamics in Colloidal and Biological Matter. Supervisor: Prof. Dr. Thomas Speck. <b>Teaching assistance</b> for three courses: classical mechanics (2016), electrodynamics (2017), advanced statistical physics (2018). Duties: frontal teaching, grading of homework and exams, tutoring of computational projects. Expected graduation: Spring 2020
Aug 2017 Dec 2017	<b>Guest Researcher</b> <a href="#">Kyoto University, Japan</a> I wrote software in C++ and Python for simulation of physical systems inspired by biological cells. Supervisor: Prof. Ryoichi Yamamoto.

## EDUCATION

Sep 2013 Jul 2015	<b>Master of Science in Computational Physics</b> <span>110L/110 cum Laude</span> <a href="#">Joint Programme (ENS Lyon, VU Amsterdam, Rome La Sapienza)</a> I studied numerical methods for physics with a particular focus on Monte Carlo and molecular dynamics techniques. Thanks to the many hands-on practical courses, I deepened my expertise in programming languages, in particular C++ and Python. I received three degrees: <ul style="list-style-type: none"><li>- Master de Sciences de la Matière, ENS Lyon</li><li>- Master in Physics, University La Sapienza of Rome</li><li>- Master in Chemistry, VU Amsterdam</li></ul> Thesis Title: "Dynamical phase transition in a dense polydisperse hard-sphere liquid". Supervisor: Prof. Dr. Thomas Speck, Johannes Gutenberg-Universität Mainz
Oct 2010 Jul 2013	<b>Bachelor of Science in Physics</b> <span>110L/110 cum Laude</span> <a href="#">University of Rome 'La Sapienza' (Italy)</a> I studied mathematics (linear algebra and geometry, advanced calculus, functional analysis), physics (classical, quantum and relativistic) and computer science (programming in C). Mention: I received the " <b>Excellence Programme Completed</b> " award, which is given to students with outstanding academic performance.

## INTERNSHIPS

Lug 2012  
Sep 2012

### Visiting Student, University of Glasgow (UK)

Research in computational statistics using Bayesian and causal inference methods. Supervisors: Prof. Maurizio Filippone and Prof. Alessandro Vinciarelli.

## PUBLICATIONS

- **Campo, Matteo**, and Thomas Speck. "Dynamical coexistence in moderately polydisperse hard-sphere glasses." *The Journal of Chemical Physics* 152.1 (2020).
- **Campo, Matteo**, Simon Kaspar Schnyder, John Jairo Molina, Thomas Speck, and Ryoichi Yamamoto. "Spontaneous Spatiotemporal Ordering of Shape Oscillations Enhances Cell Migration." *Soft matter* (2019).
- Pinchaipat, R., **Campo, M.**, Turci, F., Hallett, J. E., Speck, T., & Royall, C. P. (2017). Experimental Evidence for a Structural-Dynamical Transition in Trajectory Space. *Physical Review Letters*, 119(2), 028004.
- **Campo, M.**, and Speck T. Polydisperse hard spheres: crystallization kinetics in small systems and role of local structure. *Journal of Statistical Mechanics: Theory and Experiment* 2016.8 (2016): 084007. APA.
- **Campo, M.**, Polychroniou, A., Salamin, H., Filippone, M., & Vinciarelli, A. (2013). Towards Causal Modeling of Human Behavior. In *Neural Nets and Surroundings* (pp. 337-344). Springer, Berlin, Heidelberg.

## LANGUAGES

- English: Full professional proficiency
- Italian: Native proficiency
- German: Elementary proficiency
- Japanese: Elementary proficiency

## HOBBIES

- Photography, digital and traditional art
- Videogames
- Japanese culture and language
- Cooking
- Hiking