Giovanni Lion

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Bio

Giovanni has a keen interest in machine learning and AI, fueled by his fascination with the ways in which these technologies can be harnessed to create intelligent systems capable of autonomous learning and adaptation. His research has explored diverse applications of these technologies within creative practices. In addition, he boasts technical proficiency across multiple programming languages and platforms, including Python, Javascript, Max/MSP, Arduino IDE, Docker, Linux and Windows system administration, SBC (RaspberryPi), Leap Motion, Muse (EEG), and openvibe.

Furthermore, Giovanni has a passion for indie games and enjoys exploring the latest developments in the gaming industry. He also competes at an international level in Ultimate Frisbee, where he showcases his skills and leadership abilities. In his spare time, he loves spending time making music with his OP-Z portable sequencer and synthesizer to experiment with different sounds and beats to create unique compositions. As an enthusiastic learner, Giovanni is always eager to explore new ideas and concepts through attending conferences or reading academic papers on the latest advancements in AI and robotics.

Experience

SEP 2022 - Present

The Hong Kong Polytechnic University, School of Design – *Part-time Visiting Lecturer*

As a Part-time Visiting Lecturer at The Hong Kong Polytechnic University's School of Design, I am responsible for teaching and delivering lectures in two elective master courses: Sound Design (SD5933) and Transformative Technologies (SD5969). Additionally, I have been invited to deliver a workshop on AI & Imaging to students in the MscMET master program. By providing engaging lectures and hands-on workshops, I hope to inspire students to think creatively and critically about the subject matter.

SEP 2017 - Aug 2019

The Hong Kong Polytechnic University, School of Design – *Project Associate*

As a Project Associate at The Hong Kong Polytechnic University's School of Design, I was responsible for coordinating and managing various aspects of the MScMET program. This included organizing orientation events, cohort activities, and workshops to ensure that the program ran smoothly. Additionally, I had the opportunity to teach two courses: Sound Design (SD5933) and

Interactive Multimedia Environment (SD5965). In these classes, I shared my knowledge and expertise with students to help them develop their skills in these fields.

DEC 2017 - JUN 2019
Hanson Robotics, Hong Kong – *Robot operator*

As a Robot Operator for Hanson Robotics from December 2017 to June 2019, I was responsible for overseeing the performance scripting, transportation, setup, and operation of Sophia, the world-renowned humanoid robot. In this role, I worked on several high-profile events such as a commercial shooting with Cristiano Ronaldo. Additionally, I had the opportunity to showcase Sophia's capabilities at the World Investment Forum 2018 at UN in Geneva.

FEB 2015 - MAY 2016
Hagao Studio, Hong Kong, – *Founder CEO and lead programmer*

As the CEO and Lead Programmer at Hagao Studio, I played a pivotal role in overseeing all aspects of game development and management. Our team created Featherman, an innovative game that aimed to raise awareness about migratory birds' environmental issues by partnering with WWF Mai Po Reservoir.

SEP 2011 - SEP 2014
83bits, Hong Kong, – *Founder CEO and lead programmer*

As the founder of 83bits, a web app development company, I have successfully established and managed the primary product AllIn1Social. This innovative platform serves as a comprehensive solution for managing content being published on Facebook pages along with their advertising campaigns.

SEP 2008 - AUGUST 2011
77Agency, Milan, – *Social Media Specialist*

As a Social Media Specialist at 77Agency, I was responsible for developing and deploying Facebook applications for marketing purposes for some of the most influential Italian companies like Lavazza, Repubblica, RCA, CondèNast, and Mondadori.

FEB 2007 - JUNE 2008
SDA Bocconi, Milan, – *Teaching Assistant*

As a Teaching Assistant at SDA Bocconi, I worked for the TeD+ lab which was dedicated to developing e-learning platforms and teaching over distance. During my time there, I had the opportunity to actively participate in the teaching of the course 8340 "Organizational Dynamics and Technical Change" of EMIT Master of Science. This experience allowed me to hone my skills as an educator by working closely with students and professors alike.

Education

SEP 2019 - PRESENT

The Hong Kong Polytechnic University, School of Design
Ph.D Candidate

Currently pursuing a PhD titled "Concept Formation in Computational Creativity: a Comparative Study of Algorithmic Approaches".

SEP 2014 - AUG 2015

The Hong Kong Polytechnic University, School of Design
MSc in Multimedia Entertainment Technology

SEP 2005 - DEC 2007

Università Commerciale L. Bocconi, Milan, Italy
MSc in Organization and IT Systems

SEP 2002 - AUG 2005

Università Commerciale L. Bocconi, Milan, Italy
BSc in International Markets and New Technologies

SEP 1997 - JULY 2002

Liceo Classico Tito Livio, Padova, Italy
Diploma di Maturità 100/100