



UNIVERSITÀ DEGLI STUDI DI GENOVA

AREA PERSONALE

Servizio Personale Docente

Settore Gestione stato giuridico del Personale Docente e degli Assegnisti di ricerca

Decreto n. 283

IL RETTORE

Vista la Legge 30.12.2010, n. 240, ed in particolare l'art. 22;

Visto il D.R. n. 5389 del 28.12.2020, con il quale è stato da ultimo modificato il "Regolamento per il conferimento degli assegni di ricerca";

Visto il D.R. n. 5170 del 24.11.2022 con il quale è indetta, tra le altre, per l'area scientifico - disciplinare *SCIENZE MATEMATICHE E INFORMATICHE* n. 1 selezione pubblica finalizzata al conferimento di n. 1 assegno di ricerca (1 anno) per il programma di cui al n. 1 dell'allegato A del bando in parola;

Visto il D.R. n. 52 dell' 11.1.2023, con il quale è costituita la Commissione giudicatrice della selezione pubblica sopra indicata;

Visti i verbali della Commissione giudicatrice della selezione in parola;

Constatata la regolarità della procedura seguita;

D E C R E T A

Art. 1 - Sono approvati gli atti e la seguente graduatoria di merito della selezione pubblica per il programma di cui al D.R. n. 5170 del 24.11.2022 indicato in premessa, titolo "Adozione di tecniche avanzate di gestione semantica dei dati, anche basate su ontologie e su trattamento del linguaggio naturale, in ambito giudiziario e studio di impiego di agenti intelligenti per "Intelligenza Artificiale Creativa", settore scientifico-disciplinare *INF/01 INFORMATICA*, presso il Dipartimento di Informatica, Bioingegneria, Robotica e Ingegneria dei Sistemi (DIBRIS):

1. Andrea GATTI punti 65/100.

Art. 2 - E' dichiarato vincitore il Dott. Andrea GATTI.

Il presente decreto è pubblicato nell'Albo web dell'Ateneo.

Genova, 24.1.2023

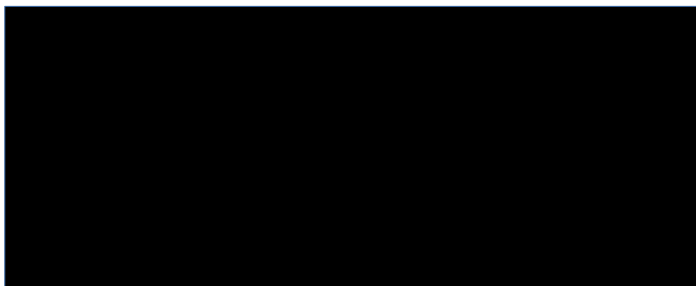
IL RETTORE

Firmato digitalmente

Prof. Federico DELFINO

Visto la Dirigente:
Dott.ssa Paola Morini

RESPONSABILE DEL PROCEDIMENTO: Sandra TURBINO
ST/cb

PERSONAL INFORMATION **Andrea Gatti**

WORK EXPERIENCE

October 2021 – July 2022 **Teaching Tutor**

Help Computer Science first year students at University of Genoa during courses of Introduzione alla Programmazione and Algoritmi e Strutture Dati.

February 2022 - May 2022 **Teaching Tutor**

Help students of Liceo Scientifico and Economico Sociale "Luigi Lanfranchi" during the project 5GBot as University tutor in collaboration with Ericsson.

EDUCATION AND TRAINING

2020 – 2022 **Master Degree in Computer Science**

Università degli Studi di Genova
Via Dodecaneso 35, Genoa, Italy

Final Grade: 110/110 e lode

- Computational Vision (28/30)
- Computer Games (30/30)
- Computer Graphics and Augmented Reality (30L/30)
- Digital Signals and Image Processing (30L/30)
- Large-Scale Computing (30L/30)
- Machine Learning (27/30)
- Principle and Paradigms of Programming Languages (26)
- Data Visualization (30/30)
- Geometric Modeling (27/30)
- High Performance Computing (30L/30)
- Multiagents Systems (30L/30)
- Software Technologies for Human Computer Interaction (30L/30)

Master Thesis *To Be or not to Be... An agent in the theater?*

In this thesis I worked on a framework that integrates Dialogflow, JaCaMo and Unity in order to create a smart stage assistant at the head of an actors crew that follows the instructions given in natural language from the user. The user describes the scene and the movements of the actors and the crew puts it on stage, with a certain degree of freedom.

2017–2020 **Laurea Triennale in Informatica**

Università degli Studi di Genova
Via Dodecaneso 35, Genoa, Italy
Final grade: 110/110

Thesis *Testing Keras with NLP*

2013 – 2017 **Diploma di Maturità Classica**

Liceo Classico "Cristoforo Colombo"
Via Dino Bellucci 2, Genoa, Italy
Final grade: 83/100

PERSONAL SKILLS

Mother tongue Italian

Other languages	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	B2	B2	B2	B2
Cambridge English Level 1 Certificate in ESOL International (First)					

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

Communication skills

- team work: I have worked in various types of teams from tutoring teams to educational ones, in particular I worked as teaching tutor in a small group of 3 for one year, from 2017 to 2022 I have been in a team of educators of a local group of teenagers, from 2020 in a city-wide organizational group, from 2022 I am a organizer of a group of University students.
- mediating skills: in the experiences gained I have often had to and still have to work with younger and older people and I had to learn to listen and understand the reasons of both sides trying to find a synthesis.
- leadership skills: from 2022 I am one of the two vice presidents of Genoa's Azione Cattolica youth sector leading the corresponding equipe, for years I've been the leader of a group for organizing recreational activities for teenagers and elders and I've been the frontman of a music band (Cinque Quarti).
- speaking and writing skills: in most of the already mentioned activities I had and have to speak in public, both in organized speaks (meetings, formative events, etc) and in improvised ones. I made my first presentation at a scientific workshop on July 24th, 2022, to present the paper *Towards VEsNA, a Framework and Managing Virtual Environments via Natural Language Agents* [1] by Viviana Mascardi and Andrea Gatti at the AREA (Workshop on Agents and Robots for reliable Engineered Autonomy) <https://areaworkshop.github.io/AREA2022/workshop> affiliated to IJCAI (International Joint Conferences on Artificial Intelligence Organization) 2022 in Vienna (some papers will be invited for a special issue on the "Computers" journal).

Organisational / managerial skills

- I have been organizing weekly formative and playful activities for teenagers
- I have been organizing summer and winter camps at local and city level, trips and excursions
- I have been organizing formative events at city level for local educators
- I organized concerts, covering both relational and technical stuff.

Digital competences

SELF-ASSESSMENT				
Information Processing	Communication	Content creation	Safety	Problem solving
Proficient user	Independent user	Independent user	Independent user	Proficient user

[Digital competences - Self-assessment grid](#)

Computer skills

- competent with most Microsoft Office programmes
- good programming skills in: C, C++, C#, Python, Java, Jason/JaCaMo
- basic programming skills in: MATLAB, Prolog, Haskell, OCaml, HTML, JavaScript, Bash
- good skills with GNU/Linux

Other skills Writing songs and playing guitar, ukulele and harmonica, only some chord on piano. Love most kinds of music and in particular classical (I am a huge Tchaikovsky directed by Von Karajan fan), classic rock, singer-songwriters and indie. Climb mountains and ride mountain bike. I did swimming, tennis, basket and athletics. Following all sports particularly football, Formula1 and cycling. Reading lover of poems from ancient Greeks to nowadays and of books, particularly of Tolstoj and Dostoevskij.

Driving licence B

PUBLICATIONS

- [1] **Andrea Gatti** and Viviana Mascardi. “Towards VEsNA, a Framework for Managing Virtual Environments via Natural Language Agents”. In: *AREA (Second Workshop on Agents and Robots for reliable Engineered Autonomy). Workshop affiliated to IJCAI (International Joint Conferences on Artificial Intelligence Organization)*. Vienna, 2022.