

**ALLEGATO A**

UNIVERSITÀ DEGLI STUDI DI MILANO

Procedura di selezione per la chiamata a professore di II fascia da ricoprire ai sensi dell'art. 18, comma 1, della Legge n. 240/2010 per il settore concorsuale 01/B1 - Informatica, (settore scientifico-disciplinare INF/01 - Informatica) presso il Dipartimento di Informatica "GIOVANNI DEGLI ANTONI",  
(avviso bando pubblicato sulla G.U. n. 32 del 21/04/2020) - Codice concorso 4339

**Paolo Burelli**  
**CURRICULUM VITAE**

**INFORMAZIONI PERSONALI (NON INSERIRE INDIRIZZO PRIVATO E TELEFONO FISSO O CELLULARE)**

COGNOME	BURELLI
NOME	PAOLO
DATA DI NASCITA	[ 19, 07, 1982 ]

**INSERIRE IL PROPRIO CURRICULUM**  
**(non eccedente le 30 pagine)**

Data

20/05/2020

Luogo

Copenaghen



1 of 4

	Department of Architecture, Design and Media Technology, Aalborg University Copenhagen (AAU)	
	<b>Visiting Researcher</b> Multimedia and Vision Research Group, Queen Mary University Of London (QMUL)	September 2011 - January 2012
	<b>PhD student</b> Center for Computer Games Research, IT University of Copenhagen (ITU)	December 2008 - May 2012
	<b>Co-founder and CEO</b> <i>Digitalapes (Startup)</i>	June 2007 - November 2008
	<b>Research Assistant</b> Dipartimento di Matematica e Informatica, Università degli Studi di Udine (UNIUD)	June 2007 - December 2007
	<b>Software Developer</b> <i>Eurotech S.p.A.</i>	August 2006 - June 2007
OTHER APPOINTMENTS	<ul style="list-style-type: none"> <li>• Co-head of the games study program at the IT University Of Copenhagen</li> <li>• Member of the Games technical committee of the IEEE Computational Intelligence Society</li> <li>• Member and co-founder of the Augmented Cognition Laboratory</li> <li>• Member of the data science and society lab</li> </ul>	
REFeree SERVICE	<ul style="list-style-type: none"> <li>• <i>IEEE Conference on Games</i></li> <li>• <i>IEEE Conference on Computational Intelligence and Games</i></li> <li>• <i>European Conference on the Applications of Evolutionary Computation</i></li> <li>• <i>AAAI International Conference on AI and Interactive Digital Entertainment</i></li> <li>• <i>ACM Genetic and Evolutionary Computation Conference</i></li> <li>• <i>IEEE Transactions on Visualization and Computer Graphics</i></li> <li>• <i>IEEE Congress on Evolutionary Computation</i></li> <li>• <i>International Joint Conference on Neural Networks</i></li> <li>• <i>IEEE Transactions on Affective Computing</i></li> </ul>	
CONFERENCE SERVICE	<ul style="list-style-type: none"> <li>• General Chair of the IEEE Conference on Games. 2021</li> <li>• Proceedings chair of the European Conference on the Applications of Evolutionary Computation. 2016</li> <li>• Local chair of the European Event on Bio-Inspired Computation (Evostar). 2015</li> <li>• Chair of the EvoGames track of the European Conference on the Applications of Evolutionary Computation. 2013-2017</li> <li>• Proceedings chair of the IEEE Conference on Computational Intelligence and Games. 2014</li> <li>• Local Organizer of the 2010 IEEE Conference on Computational Intelligence and Games. 2010</li> </ul>	
FUNDED APPLICATIONS	<b>Innovations Fonden - Industrial PhD</b> 2018 <ul style="list-style-type: none"> <li>• ALGO: Autonomous Live Game Operations</li> <li>• Budget: DKK 1 072 000</li> <li>• Author of the application</li> </ul> <b>EU Opstart</b> 2015 <ul style="list-style-type: none"> <li>• Skillshow: adaptive psychometric testing for recruitment and assessment</li> <li>• Budget: DKK 50 000</li> <li>• Co-author of the application</li> </ul> <b>Obel Fund Research Equipment Grant</b> 2013 <ul style="list-style-type: none"> <li>• EEG/EMG/BCI System and foundation of the Augmented Cognition Laboratory</li> <li>• Budget: DKK 331 975</li> <li>• Co-author of the application</li> </ul>	
INVITED TALKS AND TUTORIALS	<ul style="list-style-type: none"> <li>• University Of Malta: <i>Computer Games Cinematography.</i> 03/06/2014</li> </ul>	

TEACHING  
EXPERIENCE

- IEEE CIG: *Evolutionary Computation in Games: Dealing With Uncertainty.* 11/09/2012
- Dagstuhl seminar on Artificial and Computational Intelligence in Games. 6-11/05/2012
- Aalborg University: *Computer Games Cinematography.* 15/02/2012
- Queen Mary University Of London: *Adaptive Camera Control.* 20/10/2011
- TU Dortmund: *Automatic Camera Control in Computer Games.* 16/6/2011
- University Of Udine: *Implementing gesture tracking algorithms for natural interaction on the graphical processing unit.* 21/9/2007

## Certifications

- Adjunkt pædagogikum - University Teacher Education for Assistant Professors, Aalborg University 2012 - 14

## Administration

- Co-head of study program of the Master in Games at the ITU University Of Copenhagen
- Semester coordinator in the Bachelor in Medialogy at the Aalborg University

## Courses

- Data Mining / Data Science in Games** ITU 2018-Ongoing
  - Supervised and unsupervised learning
  - Deep neural networks
  - Data preprocessing
- Data Driven Design and Development** ITU 2017-Ongoing
  - Data visualisation
  - KPIs
  - Data engineering
- Programming Of Complex Software Systems** AAU 2015
  - Java
  - Object oriented principles
  - Networking
  - Parallel processing
- Object Oriented Software Engineering** AAU 2013-2015
  - C#, Java
  - Object oriented principles
  - User Interfaces
- Computer Graphics Programming** AAU, 2012-2016
  - Algebra
  - Shader programming
- Foundations of Computer Graphics** AAU, 2016-2017
  - Research methods in computer graphics
  - Scientific Writing and Presentation
- Rendered Light Simulation** AAU, 2014
  - Global Illumination
  - Path Tracing and Ray Tracing
- Modern AI in Games, Teaching Assistant** ITU, 2009-2010
  - Algebra and Calculus
  - Machine Learning

## PhD students supervision

- Jeppe Theiss Kristensen  
*ALGO: Autonomous Live Game Operations*  
 Main supervisor ITU, 2019-Ongoing

- Dannie Korsgaard  
*Designing a telecare kitchen to keep elderly social connected with their family and friends*  
 Technical co-supervisor (data mining and user modelling)      AAU, 2015-2016

LANGUAGE SKILLS • **Italian:** Mother tongue  
 • **English:** Understanding C2, Speaking C2, Writing C2  
 • **Croatian:** Understanding C1, Speaking B2, Writing B1  
 • **Danish:** Understanding B2, Speaking B2, Writing B2      [Prøve i Dansk 3]