

Filippo Maggioli

Curriculum Vitae

of Filippo Maggioli (Ph.D. Student in Computer Science)

EDUCATION:

Università degli Studi di Roma - "La Sapienza"
Ph.D. Student in Computer Science

Nov 2019 - Present

Università degli Studi di Roma - "La Sapienza"
Master's Degree in Computer Science
Degree Score: Summa cum Laude

Jan 2018 - Jul 2019

Università degli Studi di Roma - "La Sapienza"
Bachelor's Degree in Computer Science
Degree Score: Summa cum Laude

Sep 2014 - Dec 2017

PUBLICATIONS:

**SBML2Modelica: Integrating biochemical models
within open-standard simulation ecosystems**

Bioinformatics - Oxford Academic

Authors: Maggioli Filippo, Mancini Toni, Tronci Enrico

Nov 2019

**Orthogonalization of Fourier Polynomials
for signal approximation and transfer**

Eurographics 2021

Authors: Maggioli Filippo, Melzi Simone, Bronstein Micheal,
Ovsjanikov Maks, Rodolà Emanuele

Peer Reviewed

ACADEMIC RECORD:

Global Game Jam, Rome 2018

Global Game Jam, Inc.

Video game programming contest.

Participants are required to design and produce a video
game from scratch in 48 hours.

Achieved 2nd place for *best video game* category.

Jan 2018

ROMA, 14/01/2021