ALBA BISANTE

Computer Scientist currently interested in Human-Computer Interaction, Implicit Interaction in Smart Parking Systems, Machine Learning and Neural Networks, User Experience Design and Multi-modal Interaction Systems.

Education

PhD Student in Computer Science

University of Rome "La Sapienza", November 2021 - Present.
Expected graduation: January 2025

Master Degree in Computer Science

Multimedia, Computing and Interaction Curriculum

University of Rome "La Sapienza", January 2021

Final Mark: 110 with honour/110
Title of the thesis: "Development and Analysis of Machine Learning Based Algorithms for Cruising-for-Parking Detection"

Successfully completed the **Honours Program**.

Bachelor Degree in Computer Science

University of Rome "La Sapienza", October 2018

Final Mark: 110 with honour/110
Title of the bachelor thesis: "Sviluppo di un'applicazione mobile in ambiente iOS per la ricerca del parcheggio auto"
("Design and development of an iOS mobile app to search for parking spots")

High School Diploma

Liceo Classico Statale "Terenzio Mamiani", June 2015

Final Mark: 96/100

Working Experience

- Tutor of the Human-Computer Interaction course for the Master's Degree in Engineering of Computer Science, Department of Ingegneria Informatica, Automatica e Gestionale Antonio Ruberti, Sapienza Università di Roma - a.a. 2022/23

- Programming Tutor for students participating in *G4Greta,* February 2023 - May 2023*.*

- Computer Science Tutor for students participating in *Contamination Lab ExperienzAppia,* March 2022 - November 2022*.* Description: Incarico di lavoro autonomo per 58 ore presso Dipartimento di Ingegneria Informatica, Automatica e Gestionale Antonio Ruberti, Sapienza Università di Roma, bando N.9-2022.

- Part of the program committee of AISC2022

- AVI 2022 Online Experience Chair and part of the conference's program committee.

- Research Grant at *University of Rome "La Sapienza"*, June 2021 - October 2022 (Assegno di Ricerca)
  Title: "Attività di ricerca su acquisizione e classificazione di dati mediante la progettazione e realizzazione di interfacce human-centered."

- Assignee (by scholastic merits) of *Borsa di Collaborazione a.a. 2019/2020,* Bando della Facoltà di Ingegneria dell'Informazione, Informatica e Statistica.

Scholarships and Awards

- SIGCHI Gary Marsden Travel Awards 2023, for the participation in the Doctoral Consortium at the Intelligent User Interface (IUI) Conference 2023, Sydney, Australia

- Awarded as Excellent Graduate for the academic year 2019/2020 (Giornata del Laureato, IX edizione, Fondazione Roma Sapienza)

- Scholarship winner and attendance at *womENcourage Hackaton 2019 ACM*

- Scholarship winner at *BUCA (Billion User Cloud Application) 2019 Summer School*

Summer and Winter Schools

- *BUCA (Billion User Cloud Application) 2019 Summer School*, held by Google Researches D. Ardelean, A. Diwan and J. Furman, Rocca Sinibalda, Italy

- Bertinoro Doctoral School (November 2021), Bertinoro, Italy

- EIT Digital Summer School Digital Technologies for Interactive Smart Spaces (July 2022), Lake of Como, Italy

- Northern Lights Deep Learning (NLDL) Winter School (January 2023), Tromsø, Norway

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Research

- Alba Bisante. 2023. New generation Car Navigation Systems enhancing Human-Computer Interaction and exploiting sensors and machine learning on the smartphone. In Companion Proceedings of the 28th International Conference on Intelligent User Interfaces (IUI '23 Companion). Association for Computing Machinery, New York, NY, USA, 237–239. https://doi.org/10.1145/3581754.3584113

- Panizzi, Emanuele, and Alba Bisante. "Private or Public Parking Type Classifier on the Driver's Smartphone." *Procedia Computer Science* 198 (2022): 231-236.

- Alba Bisante, Emanuele Panizzi, and Stefano Zeppieri. 2022. Implicit Interaction Approach for Car-related Tasks On Smartphone Applications. In Proceedings of the 2022 International Conference on Advanced Visual Interfaces (AVI 2022), June 6–10, 2022, Frascati, Rome, Italy. ACM, New York, NY, USA, 5 pages.

- Alba Bisante, Venkata Srikanth Varma Datla, Emanuele Panizzi, and Stefano Zeppieri. 2022. Implicit Interaction Approach for Car-related Tasks On Smartphone Applications - A Demo. In Proceedings of the 2022 International Conference on Advanced Visual Interfaces (AVI 2022), June 6–10, 2022, Frascati, Rome, Italy. ACM, New York, NY, USA, 3 pages.

- Bassetti, E., Berti, A., Bisante, A., Magnante, A., & Panizzi, E. (2022). Exploiting User Behavior to Predict Parking Availability through Machine Learning. Smart Cities, 5(4), 1243–1266.

Skills

- **Programming Languages:** Python, Go, Swift, JavaScript, Dart, Java.

- **Frameworks:** SwiftUI, Flutter, fundamentals of Django.

- **Operating Systems:** MacOS, iOS, UNIX, Windows.

- **Software and Applications:** Git; Firebase; fundamentals of Adobe Illustrator and Photoshop, Microsoft Office Package (Word, Excel and PowerPoint).

- Great team spirit, thanks to the numerous opportunities collected in the university environment to work on group projects.

- Good adaptability in multicultural environments gained by attending English classes at the university and through personal experiences abroad.
- Hands-on experience in planning and organizing the work in several group projects and presentations.

Languages

- **Italian**
  Native Speaker

- **English**
  C1 - Advanced

Certificates

Official **IELTS** certification pursued in December 2018 with a final score of **7.5 (C1)**.