ALBA BISANTE

Objective

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

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

Scholarships and Awards

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

Working Experience

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

- 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."

Research

- Bisante, A. and Panizzi, E. "Private or public parking type classifier on the driver's smartphone.", Workshop on Artificial Intelligence methods for Smart Cities (AISC 2021), part of the 12th International Conference on Emerging Ubiquitous Systems and Pervasive Networks (EUSPN 2021)

- Bisante, A., Panizzi, E. and Zeppieri S. "Implicit Interaction Approach for Car-related Tasks On Smartphone Applications" **Submitted to** International Conference on Advanced Visual Interfaces 2022

Skills

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

- **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)**.

Roma, 08/02/2022

Curriculum Vitae Alba Bisante