

# Curriculum Vitae

## Daniele Gadler

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### Personal Information

Born on March 5, 1995 in Trento, Italy. Italian citizen.

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### Education

- 2017 - Now: **Scuola Superiore Sant'Anna and University of Pisa**. TeCIP, Department of Computer Science. Master's in computer science and Networking. GPA: 29.68/30. ECTS: 84/120. Foreseen graduation date: October 2019.
- 2016 - 2017: **Technische Universität Kaiserslautern**. Department of Computer Science. Bachelor's in computer science. Exchange Student through the Erasmus+ program. GPA: 1.63/4.00.
- 2014 - 2017: **Free University of Bolzano-Bozen. Faculty of Computer Science**. Bachelor's in computer science & Engineering. Graduation grade: 106/110.

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### Work Experience

- July – September 2018: **Research Data Scientist. Free University of Bolzano-Bozen**. Faculty of Computer Science. Development of a distributed and parallel tool for analyzing logs of the ALMA observatory to identify system errors, proposing repairs and designing system functions through data mining techniques.
- February – March 2018: **Research Data Scientist. Free University of Bolzano-Bozen**. Faculty of Computer Science. Development of an automatized tool for the creation of Hidden Markov Models based on logs of developers' interactions with the Visual Studio IDE.
- July 2017 – September 2017: **Research Assistant at the Distributed Computer Systems Group. Technische Universität Kaiserslautern**. Department of Computer Science. Researching the feasibility of fingerprinting Wi-Fi devices with physical-layer features.
- July 2016 – July 2017: **Bachelor Thesis preparation work in the Data Mining field:** “Mining Data to Model System Usage with Hidden Markov Models”: Application of data mining techniques for building IHMMs and AIHMMs Design and testing of the codebase. Comparison of the two approaches and validation of the resulting models with a process manager based on logs of a warehousing application.
- April 2016 – September 2016: **Tutor for the “Advanced Programming” Course. Free University of Bolzano-Bozen**. Faculty of Computer Science. Support for students attending the “Advanced Programming” course in carrying out assignments, deepening course content and preparing for the exam. Focus on the “Java” programming language.
- February – March 2016: **Internship at Mullen Lowe Profero. Beijing, China** Development of websites' plugins, drafting and implementation of test plans and code. Organization of distributed websites' migrations and code refactoring.
- March – December 2015: **Contract for Supporting Research Activities. Free University of Bolzano-Bozen**. Faculty of Computer Science. Development of a distributed cloud system for developing countries based on Raspberry-PIs mini-computers. Identification of issues and changes responsible for energy consumption in ART Android Virtual Machine.
- July 2014 – 2018: **Freelance Python and Backend Programmer:** Creation of a PHP-SQL-Python based [full persistent scriptset](#) for the “Mount & Blade Warband” videogame and creation of custom game mods and web-based interfaces.
- June 2014 – March 2015: **Junior Programmer, Flying Squirrel Entertainment**. Part of the development team for the “Battle Cry of Freedom” videogame. [www.fsegames.eu](http://www.fsegames.eu)
- July – August 2013: **Summer Research Intern, FBK. Webvalley. Castello di Fiemme (TN)**. Creation of a 3D NanoWebGIS interface for associating 2D/3D bioimages with mathematical models to identify changes in cells.

## Publications:

- “Mining Logs to Model the Use of a System”. **ACM/IEEE ESEM '17**. International Symposium on Empirical Software Engineering and Measurement. Toronto, Canada. November 2017.
- “Bringing the Cloud to Rural and Remote Areas via Cloudlets”. **ACM DEV '16**. Proceedings of the 7th Annual Symposium on Computing for Development. Nairobi, Kenya. November 2016.

## Languages:

Self-assessment <i>European level</i> (*)	Understanding				Speaking				Writing	
	Listening		Reading		Spoken interaction		Spoken production			
<b>Italian</b>	C2	Native	C2	Native	C2	Native	C2	Native	C2	Native
<b>English</b>	C2	Fluent	C2	Fluent	C2	Fluent	C2	Fluent	C2	Fluent
<b>German</b>	C1	Very Good	C2	Fluent	C2	Fluent	C1	Fluent	C1	Very Good
<b>Chinese</b>	A2	Acceptable	B1	Discrete	B1	Discrete	B1	Discrete	A2	Acceptable

## Awards and Grants:

- 2000€, October 2018. **Master in Computer Science and Networking - Best Performance Award, TeCIP. Scuola Superiore Sant’Anna:** Selected among all students of the Master in Computer Science and Networking in the academic year 2017-2018 for best grades’ average (GPA) and amount of exams passed.
- 2840€, 2016-2017. **Erasmus+ Scholarship:** selected at the Faculty of Computer science of the Free University of Bolzano-Bozen for one year abroad at the Technische Universität Kaiserslautern for academic achievements and motivation.
- 1500€, November 2015. **CRCC Asia Italy Scholarship Award:** selected among more than 400 candidates in Italy for an internship in China for academic achievements, technical competence and motivation.
- 2014 **2nd world prize INESPO:** Representing Italy with the Android Application project “APPiedi per Trento” at the International Environmental Scientific Project Olympiads. Den Haag, The Netherlands.
- 2014 **“I Giovani e le Scienze”**, Milano. INESPO Award with “APPiedi per Trento”, a distributed Android application for finding the least polluted path in the city of Trento.
- 2013 **Webvalley Scholarship, FBK:** selected among more than 100 Italian applicants for an internship fellowship at a research campus organized by “Fondazione Bruno Kessler” for scholastic achievements and motivation.

## Skills:

### Social Skills:

- **Dedication and commitment:** acquired by working on research projects throughout my academic career, and carrying out weekly assignments during my time at the university.
- **Adaptability:** acquired by working in a completely new environment in China as well as studying in German as an Italian mother-tongue at the Technische Universität Kaiserslautern.

### Organisational Skills

- **Teamwork attitude:** Acquired by working as as an intern at Mullen Lowe Profero, within research project groups and during group projects at university.
- **Leadership:** acquired by leading student group projects at the Free University of Bolzano-Bozen, at the Technische Universität Kaiserslautern and at the University of Pisa.

### Technical skills

- **Programming:** Proficiency in all major programming languages and capacity to learn new ones. Best ones: C#, C++, R, Java, PHP, SQL, Javascript, Python, Bash.

### Other Skills:

- Sense of Humour
- Presenting

## References:

- **Prof. Barbara Russo**  
Associate Professor in Software and Systems Engineering. Free University of Bolzano-Bozen.  
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- **Prof. Marco Danelutto**  
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