

Curriculum Vitae di Damiano Perri

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PERSONAL INFORMATION

Damiano Perri, Ph.D.



www.damianoperri.it www.researchgate.net/profile/Damiano-Perri

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CURRENT ROLE Adjunct Professor, University of Perugia

COVER LETTER

PhD, Adjunct Professor at the Department of Mathematics and Computer Science and at the Department of Medicine and Surgery, University of Perugia. He teaches "*Elements of computer architecture and operating systems*", "*Virtual and Augmented Reality Lab I*", and "*Computer Networks: Protocols*" and "*Computer Science for Sport Science*" at the Perugia University, as well as AI-related modules for Master's and PhD programs. He obtained a PhD in Computer Science in a joint PhD Program in Mathematics, Statistics and Computer Science between the University of Florence and the University of Perugia. He also received his BSc degree and MSc summa cum laude in Computer Science at the University of Perugia. His research activity is focused on Virtual and Augmented Reality, Cloud Computing, Machine Learning, Natural Language Processing (NLP), GPGPU Computing, and Neural Networks. In the past, he has carried out work to investigate predictive models to optimize the most important operators in emerging Convolutional Neural Networks (CNNs). He has been the Scientific Coordinator of WP7 for the PRIN 2022 research project "DICI-A", focusing on the analysis of Italian corpora using artificial intelligence, hybrid NLP methods, and the development of highly scalable cloud architectures and progressive web apps for lexicography. He is an expert developer of synthetic environments and their applications in everyday life. Since 2015, he has been the technical manager and main developer of the LibreEOL project (<https://www.libreeol.org>), a platform extensively used for secure university e-assessments. He has been a university tutor for various courses, including Virtual Reality, High-Performance Computing, and Python programming. He served the important role of Technology Chair for the 2020 to 2025 editions of the ICCSA conference (<https://www.iccsa.org>), where he also acts as Workshop Chair, and recently received the Best Paper Award at ICCSA 2024. Furthermore, he serves as Guest Editor and Associate Editor for prestigious international journals (MDPI, Frontiers). Since 2019, he has provided teaching support by participating as a co-supervisor in the development of 7 master's theses and over 55 bachelor's theses.

WORK EXPERIENCE

2023 - Present **Adjunct Professor**

University of Perugia, (Italy)

Lecturer at the Department of Mathematics and Computer Science of the University of Perugia for the course "*Elements of Computer Architecture and Operating Systems*", INF/01, 6CFU, academic years 2023/2024, 2024/2025, 2025/2026. The course is mandatory and part of the basic training of the degree course in "*Programming and management of information systems*".

2025 - Present **Adjunct Professor**

University of Perugia, (Italy)

Lecturer at the Department of Mathematics and Computer Science of the University of Perugia for the course "**COMPUTER NETWORKS: PROTOCOLS**", ING-INF/03, 6CFU, academic year 2025/2026. The course is mandatory and part of the basic training of the degree course in "*Informatics*".

2023 - Present **Adjunct Professor**

University of Perugia, (Italy)

Lecturer at the Department of Mathematics and Computer Science of the University of Perugia for the course "Virtual Reality and Augmented Reality Lab I", INF/01, 3CFU, academic years 2023/2024, 2024/2025. The course is mandatory and part of the basic training of the degree course in "Programming and management of information systems".

2025 - Present **Adjunct Professor**

University of Perugia, (Italy)

Lecturer at the Department of Medicine and Surgery of the University of Perugia for the course "INFORMATICS FOR MOTOR SCIENCES", 2CFU, academic year 2024/2025. The course is mandatory and part of the basic training of the degree course in "Motor and Sports Sciences".

01/07/2024 - 31/01/2026 **Adjunct Professor**

University of Perugia, (Italy)

Lecturer for the master in "Management of sport and motor activities" for the activity "Artificial intelligence in sports management"

01/07/2024 - 31/01/2026 **Research fellow**

University of Perugia, (Italy)

Research fellow, project: "DICI-A: A Learner Dictionary of Italian Collocations". Implementation of processing algorithms and language learning. Implementation and management of relational and non-relational databases. Implementation and management of web systems. Implementation and management of machine learning systems applied to language processing and learning.

2015 – Now **Technical Manager and main developer**

LibreEOL - University of Perugia (Italy)

Administrator and developer of the web platform **LibreEOL**, which enables university examinations to be conducted in a technically and legally secure manner.

2024 - 2025 **Guidance Expert**

University of Perugia (Italy)

Serves as Guidance Expert following the award of a call for proposals by the University of Perugia within the PNRR, Mission 4, Investment 1.6 "Active guidance in the school-university transition" CUP J51I24000210006 aimed at the creation of a list of highly qualified experts to draw from to cover organizational needs at secondary schools of the "Active guidance in the School-University transition" Program financed by the European Union – NextGenerationEU, D.R. n. 3165 of 23.10.2024. Teaching hours provided: 20

11/2024 **Docente ERASMUS per TUCEP**

TUCEP - Tiber Umbria Comett Education Programme

Lecturer for TUCEP (Tiber Umbria Comett Education Programme) for the V.I.R.Tu.A.L project - Vocational Innovation Renewing Tourism Advanced Learning - ERASMUS-EDU-2022-CB-VET. Ten hours of lessons were given to international ERASMUS students on the topics of Virtual Reality, Mixed Reality and Augmented Reality. During the lessons, 3D models were created using Blender and Unity.

2023 - 01/07/2024 **Research fellow**

University of Perugia, (Italy)

Research fellow, project: "University Services for Teaching and Research in High Availability". Study and implementation of Web applications and Mobile Apps for the provision of University services dedicated to Research and Teaching in high reliability, System management of the Cloud platform (AWS or Google or Microsoft Azure) for services in high reliability. Systems management in Linux and Windows environments. Development of artificial intelligence for the enhancement of university research and teaching. Realisation of Metaverse and Virtual Reality and Augmented Reality environments, particularly oriented towards university research and teaching.

2023 - 2024 **Lecturer**

University of Perugia, (Italy)

Lecturer at the Department of LETTERS - Languages, literatures and ancient and modern civilizations for the "[Communication Lab](#)" for the needs of the Level I Master's in *Management for Cultural Heritage for Tourism Development*, academic year 2023/2024. The course is mandatory and part of the basic training of the degree course in "Programming and management of information systems".

2023 - Attuale **Teacher**

ITS Umbria Academy, (Italy)

Teacher at ITS Umbria Accademy of the following teachings:

- "Computer Graphics"
- "Computer Science"
- "Internet Technologies"
- "Big data management and analytics"

2023 **Guidance Expert**

University of Perugia (Italy)

Serve with the role of Guidance Expert following the winning of a call for applications by the University of Perugia for the constitution of a list of highly qualified experts from which to draw to cover any needs in the organisation in secondary schools of the Programme "Active guidance in the school-university transition" financed by the European Union -NextGenerationEU within the framework of the P.N.R.R. - Mission 4, Component 1 "Strengthening the supply of education services: from nursery schools to universities" - Investment 1.6. N.R.R. - Mission 4, Component 1 "Strengthening the supply of education services: from kindergartens to universities" - Investment 1.6. (Ministerial Decree no. 934 of 03 August 2022).

2022-2023 **Collaborator**

Federazione Italiana Giochi e Sport Tradizionali (FIGeST)

Carried out various activities for the organisation and support of the EuFestTSG event. Adaptation of the LibreEOL e-assessment platform for the implementation of a test enabling the awarding of training credits to students, who obtained eligibility by passing this test. Adaptation of the UniPG participation platform (<https://partecipa.unipg.it>) for the realisation of the digital registration form, which allows FIGeST to speed up some bureaucratic procedures, such as the issuing of the certificate of participation and the issuing of attendance certificates, once the e-assessment test has been passed.

2022 **Teacher**

ITS Umbria Accademy (Italy)

He was a teacher for the Advanced Computer Science course. The 40 hours of lessons are aimed at teaching Blender, Unity, History of video games, Making GUIs for mobile games, mobile programming.

- 11/2022 – 2023 **University tutor for the course High Performance Computing**
University of Perugia (Italy)
He acts as tutor for the University for the course "High Performance Computing"
- 09/2022 – 10/2022 **University tutor for the course PyBootCamp 2022**
University of Perugia (Italy)
Pybootcamp is an introductory course to Python, the currently emerging programming language for Artificial Intelligence applications.
- 01/12/2021 – 30/06/2022 **University tutor**
University of Perugia (Italy)
He acts as tutor for the University for the course "Virtual reality systems".
- 09/2021 **Committee support activities for a public competition call, Cesar**
Cesar, Casalina (Italia)
Conducts a committee support activity for a public competition announcement using the LibreEOL online examination system
- 01/12/2020 – 30/06/2021 **University tutor**
University of Perugia (Italy)
He acts as tutor for the University for the course "Virtual reality systems".
- 25/10/2020 – 31/10/2020 **IT assistant**
University of Perugia (Italy)
Participates in the organisation of the "multiscale, machine learning and QSAR Methods applied to biomolecules", part of the Master's in Theoretical Chemistry and computational Modelling Course 2020-2021 as a technical assistant to the computer equipment and software used for the video streams
- 23/01/2020 – 23/04/2020 **University tutor for the course PyBootCamp 2020**
University of Perugia (Italy)
Pybootcamp is an introductory course to Python, the currently emerging programming language for Artificial Intelligence applications.
It was organized with the innovative "peer-to-peer" formula where senior computer science students and PhD students tutor and explain the secrets of Python programming to their peers, under the supervision of Professor Alfredo Milani, President of the Board of Courses Degree in Computer Science.
- 2019 **IT consultant**
Arcadia SRL
Creates a virtual art gallery for classical art painter Edmondo Zaroli. The art gallery allows the user to explore the environment and view the paintings created by the master with the use of a 3D viewer. In addition, a responsive website is created and is accessible at the following address: <https://www.zaroli.it/>
- 06/11/2017 – 31/07/2018 **University tutor**
University of Perugia (Italy)
He acts as tutor for the University for the "High Performance Computing" course and for the "Virtual Reality Systems" course.

12/01/2018 – 16/01/2018 University tutor

University of Perugia (Italy)

A tutoring activity was carried out in the framework of the project "Alternanza Scuola Lavoro" of the Department of Mathematics and Computer Science of the University of Perugia called "La Via Flaminia Virtuale" with the Istituto Tecnico Tecnologico "Leonardo Da Vinci" of Foligno (PG) for a total duration of 20 hours on 12-16 January 2018. The course was attended by 24 students. During the tutoring activities, concerning the software Blender and Unity, excellent results were obtained with the students.

2018 Tutor - european call for proposals P.O.N.

ITT Leonardo da Vinci institute (Foligno)

Tutor a course to the fourth class explaining virtual reality techniques and methodologies. Creation of three-dimensional worlds, environments and scenes. Graphic design of video games Use of Unity, Blender, Gimp During the project the Via Flaminia, the Tempietto del Clitunno, the walls of Spello, Bevagna, Assisi, and some characteristic objects of the historical period under examination are realised.

2016 – 31/10/2017 University tutor

University of Perugia (Italy)

Tutoring for the "drop-out rate reduction" action of the PLS (Scientific Degrees Plan) - National Chemistry Project

23/10/2016 – 23/03/2017 Computer systems analyst

ICCSA (The International Conference on Computational Science and Its Applications)

Optimisation of e-mail list management procedures for the ICCSA conference and implementation of new functionalities in the official conference website

UNIVERSITY STUDIES AND TRAINING COURSES**03/10/2019 – 05/06/2023 Ph.D. in Mathematics, Statistics, Computer Science**

University of Florence

He obtained the title of Doctor of Mathematics, Statistics and Computer Science (Computer Science curriculum) after completing the XXXV cycle of his doctorate, which focused on topics concerning Virtual Reality, Augmented Reality, Machine Learning and Cloud Computing. The thesis presented has the following title: 'Innovative approaches to some modern complex problems'. During his third year, he had the honour and pleasure of collaborating with Prof. Sumi Helal (University of Florida). The PhD took place at the University of Florence. SSD: INF/01

More information: During his doctoral program, he took advanced courses, including :

- Advances in Neural Network (6CFU)
- Methods for Parallel Programming (6CFU)
- Affective Computing and Emotion Recognition (6CFU)
- Evolutionary computations and its applications to machine learning (6CFU)

25/09/2016 – 21/02/2019 Master's degree, Intelligent and mobile computing

University of Perugia (Italy)

He completed his Master's degree in Computer Science, Intelligent and mobile computing, with a grade of 110 cum laude. The thesis presented has the following title: "Adaptive methods for accelerating Deep Neural Networks on ARM GPU architectures". The co-advisors were Prof. Osvaldo Gervasi (University of Perugia), Dr. Anton Lokhmotov (Dividiti) and Prof. Flavio Vella (University of Bolzano). Master's degree pursuant to Ministerial Decree 270/2004 in: LM/18

2013 – 22/09/2016 Degree in Computer Science

University of Perugia (Italy)

Completes a three-year degree course in Computer Science, with a mark of 110 cum laude. The thesis was entitled: "Predisposition of the EOL software to tests for the certification of language skills". The supervisor was Prof. Osvaldo Gervasi (University of Perugia). Master's degree pursuant to Ministerial Decree 270/2004 in: L/31

2006 – 2011 Scientific high school diploma

ITAS "Giordano Bruno" (Italy)

High school diploma

TRAINING AND REFRESHER COURSES**22/06/2021 – 24/06/2021 Architecting on AWS**

Xpeppers - AWS Training Partner

This course explains the fundamentals of building IT infrastructures on the AWS platform. It explains how to optimise the AWS Cloud after understanding what AWS services are and how they fit into cloud-based solutions. In addition, students explore AWS Cloud best practices and design patterns to architect optimal IT solutions on AWS and build multiple infrastructures in guided hands-on activities. The course also explains how to create architectures and integrate them into robust and flexible solutions.

01/06/2021 – 04/06/2021 Systems operations on AWS

Xpeppers - AWS Training Partner

This course teaches system operators and anyone performing system operations functions how to install, configure, automate, monitor, secure, manage and remediate the AWS services, networks and systems needed to support business applications. The course also examines specific AWS features, tools and best practices related to these functions.

11/04/2019 – 02/07/2019 Obtaining the 24CFU for teaching at public schools

Pegaso Telematic University (Italy)

Principal subjects studied/occupational skills covered: Course carried out with the Telematic University Pegaso reserved for the Teaching Profession Area with which 24 CFUs were acquired in anthropo-psycho-pedagogical disciplines and in teaching methodologies and technologies, these 24 CFUs are the prerequisite to participate in the teaching competition for high school / middle school.

The exams taken were the following:

- Antropologia culturale - 6 CFU
- Didattica dell'inclusione - 6 CFU
- Tecnologie dell'istruzione e dell'apprendimento - 6 CFU
- Psicologia generale - 6 CFU

11/04/2013 – 17/05/2014 CCNA Certification Training Course (300 Hours)

Accademia Domani (Italy)

He follows the technical preparation course for the CISCO CCNA certification. The course trains a networking specialist to install, configure, manage and troubleshoot medium-sized wired networks, both local area networks and wide area networks, including the implementation and testing of remote site connections over WANs. The course provides a comprehensive and structured knowledge of networking technologies including IP routing and switching, network security, network services, network programmability and network automation. Topics covered: TCP/IP, Subnetting, Network Management, Routing, WLAN, IPV4, IPV6, WAN, NAT.

10/05/2011 – 07/09/2011 Cisco Certification - IT Essential: PC Hardware and Software

Cisco System, Inc. (Italy)

Through the institute "Giordano Bruno" participates in the professional course organised by the Cisco System. Inc Networking Accademy obtaining the Cisco certification "IT Essentials: PC Hardware and Software" with particular reference to: installation and navigation in an operating system, step-by-step assembly of a desktop computer, installation of peripherals, installation and maintenance of an operating system, network, workstation, laptop or scanner

ACKNOWLEDGEMENTS AND AWARDS

2024 **Best Paper Award**

ICCSA 2024 (Hanoi, Vietnam)

Awarded the 'Best paper Award' for the paper 'Beyond the Cox model: applying machine learning techniques with time-to-event data' presented at the 24th International Conferences on Computational Science and Its Applications.

06/02/2024 **Subject specialist for the course Affective Computing (LM-18)**

University of Perugia

11/02/2021 **Approval of candidature and inclusion in the ITS Umbria Academy teachers' roster**

Foligno, Italy

16/06/2021 **Subject specialist for the course Computer Networks: Protocols (L-31)**

University of Perugia

16/06/2021 **Subject specialist for the course Open and Distributed Systems (L-31)**

University of Perugia

16/06/2021 **Subject specialist for the course Simulation (LM-18)**

University of Perugia

16/06/2021 **Subject specialist for the course Computer Science Education (LM-18)**

University of Perugia

06/05/2020 **Subject specialist for the course Network Architecture (L-31)**

University of Perugia

06/05/2020 **Subject specialist for the course Virtual Reality Systems (L-31)**

University of Perugia

06/05/2020 **Subject specialist for the course Human Computer Interaction (LM-18)**

University of Perugia

06/05/2020 **Subject specialist for the course High Performance Computing (LM-18)**

University of Perugia

2020 **Best Paper Award**

ICCSA 2020 (Cagliari, Italy)

Awarded the 'Best paper Award' for the paper 'An immersive Open Source environment using Godot' presented at the 20th International Conferences on Computational Science and Its Applications.

IMPORTANT ASSIGNMENTS

- 2024-2026 **Scientific coordinator**
University of Perugia
Scientific coordinator of WP 7 - Creation of the website and mobile APP for the PRIN Project Prot. 2022HXZR5E "DICI-A/Dizionario delle Collocazioni Italiane per Apprendenti/A Learner Dictionary of Italian Collocations".
- 2025 **Speaker: Ph.D. School on Biotechnology**
University of Perugia
Collaborates in the organisation of a doctoral school with the role of Professor. School title: "Biomaterials and Artificial Intelligence" Lectures to students on the topic: AI, Machine Learning, and LLMs. Teaching hours: 6
- 2025 **Member of the International Program Committee (Web3d 2025)**
Siena, Italy
Web3D 2025: 9 – 10 September 2025 in Siena, Italy is a major annual event for the 3D Web community. Sponsored by ACM SIGGRAPH in co-operation with Web3D Consortium and supported by Eurographics.
- 2025 **Guest Editor**
MDPI
Guest Editor of the [Special Issue](#) "Human-Centered and Sustainable Artificial Intelligence: Emerging Perspectives in HCI" on the journal Big Data and Cognitive Computing (ISSN 2504-2289).
- 2025 **Guest Editor**
MDPI
Guest Editor of the [Special Issue](#) "Virtual Reality and Scientific Visualization, 2nd Edition" on the journal Electronics (ISSN 2079-9292).
- 2025 **Guest Associate Editor**
Frontiersin
Guest Associate Editor of the [Research Topic](#) "AI-Driven Innovations in Virtual Reality: From Synthetic Data Generation to Immersive Rehabilitation and Education" on the journal Frontiers in Computer Science.
[More information](https://web3d.siggraph.org/2025/conference/committee/) <https://web3d.siggraph.org/2025/conference/committee/>
- 2025 **Technology chair for International Conferences on Computational Science and Its Applications (ICCSA 2025)**
Galatasaray University, Istanbul, Türkiye
The 25th International Conference on Computational Science and Applications (ICCSA 2025) has been held on June 30 - July 3, 2025 blended (online and in presence) in collaboration with the Galatasaray University, Istanbul, Türkiye.
[More information](https://iccsa.org) <https://iccsa.org>
- 2025 **Workshop Chair (AIWA)**
Galatasaray University, Istanbul, Türkiye

Workshop Chair at the workshop Advanced and Innovative Web Apps at the International Conference on Computational Science and its Applications 2025.

2025 **Workshop Chair (VRA)**

Galatasaray University, Istanbul, Türkiye

Workshop Chair at the workshop Virtual Reality, Augmented reality and Applications at the International Conference on Computational Science and its Applications 2025.

2024 **Technology chair for International Conferences on Computational Science and Its Applications (ICCSA 2024)**

Hanoi, (Vietnam)

The 24th International Conference on Computational Science and Applications (ICCSA 2024) has been held on July 1 - 4, 2024 blended (online and in presence) in collaboration with the Thuyloi University, Hanoi, Vietnam.

[More information](https://iccsa.org) <https://iccsa.org>

2024 **Workshop Chair (AIWA)**

Thuyloi University, Hanoi, Vietnam

Workshop Chair at the workshop Advanced and Innovative Web Apps at the International Conference on Computational Science and its Applications 2024.

2024 **Workshop Chair (VRA)**

Thuyloi University, Hanoi, Vietnam

Workshop Chair at the workshop Virtual Reality, Augmented reality and Applications at the International Conference on Computational Science and its Applications 2024.

2024 - ongoing **Founding member of the cultural association 'International Community on Computational Science and its Applications ETS'**

Via Mazzini 89°, 85100, Potenza, Italy

The Association pursues various aims including the promotion and encouragement of studies and research relating to scientific subjects conducted with theoretical and experimental methods based on computer and mathematical approaches; experimental and mathematical-computer tools; the dissemination of innovative scientific knowledge developed with experimental and mathematical-computer tools; the programming and implementation of scientific research to be developed with experimental and mathematical-computer tools;

2024 - ongoing **Member of the Davide Piampiano scientific committee**

Assisi, (Italy)

Development of Virtual Reality applications to commemorate the memory of Davide Piampiano. Theoretical and technical advice for the realization of projects and activities for the committee's work.

The Davide Piampiano scientific committee was created to commemorate Davide's memory through social activities and actions.

2023 – 2024 **Guest editor**

MDPI

Guest Editor of the [Special Issue](#) "Selected Papers from the 23rd International Conference on Computational Science and Its Applications (ICCSA 2023)" on the journal Computers (ISSN 2073-431X).

10/2023 **Member of the Scientific Committee (ICAIGE 2023)**

Sousse, (Tunisia)

Member of the Scientific Committee for the 2023 IEE International Conference On Artificial Intelligence & Green Energy , he has participated in the review process.

More information <https://icaige.hn.tn/>

2023 Technology chair for International Conferences on Computational Science and Its Applications (ICCSA 2023)

Athens, (Greece)

The 23th International Conference on Computational Science and Applications (ICCSA 2023) has been held on July 3 - 6, 2023 blended (online and in presence) in collaboration with the University of Athens, Greece.

More information <https://2023.iccsa.org>

2023 Workshop Chair (AIWA)

University of Athens (Greek)

Workshop Chair at the workshop Advanced and Innovative Web Apps at the International Conference on Computational Science and its Applications 2023 .

2023 Workshop Chair (VRA)

University of Athens (Greek)

Workshop Chair at the workshop Virtual Reality, Augmented reality and Applications at the International Conference on Computational Science and its Applications 2023 .

2022 – 2025 Topic Coordinator

Frontiers

Topic Coordinator of the [Special Issue](#) "The Metaverse, Immersive Virtual Reality and its Implications on Human Behavior" in "Frontiers in Psychology" journal.

2022 Technology chair for International Conferences on Computational Science and Its Applications (ICCSA 2022)

Málaga (Italy)

The 22th International Conference on Computational Science and Applications (ICCSA 2022) has been held on July 13 - 16, 2022 blended (online and in presence) in collaboration with the University of Málaga, Spain.

More information <https://2022.iccsa.org>

2022 Workshop Chair (VRA)

University of Málaga (Spain)

Workshop Chair at the workshop Virtual Reality, Augmented reality and Applications alla International Conference on Computational Science and its Applications 2022 .

06/04/2022 Jury member of a contest

FORMA.AZIONE SRL (Italy)

He was nominated to be part of the jury of the Digital Campus competition. The competition was part of the project entitled: «Training and information activities, aimed at schools of secondary within the project "Digital Campus" ». The competition had several categories, ranging from robotics, mobile application development, video editing to augmented reality, video projection on 3D objects.

2021 **Technology chair for International Conferences on Computational Science and Its Applications (ICCSA 2021)**

Cagliari (Italy)

The 21th International Conference on Computational Science and Applications (ICCSA 2021) has been held on September 13 - 16, 2021 blended (online and in presence) in collaboration with the University of Cagliari, Italy.

[More information](https://2021.iccsa.org) <https://2021.iccsa.org>

15/09/2021 **Workshop Chair (VRA)**

University of Cagliari (Italy)

Workshop Chair at the workshop Virtual Reality, Augmented reality and Applications at the International Conference on Computational Science and its Applications 2021.

03/2021 – 04/2021 **Artifact Evaluation Committee Members Computing Frontiers (CF'21)**

Virtual conference

Computing Frontiers is an eclectic, interdisciplinary, collaborative community of researchers investigating emerging technologies in the broad field of computing: our common goal is to drive the scientific breakthroughs that transform society.

2020 **Technology Chair for International Conferences on Computational Science and Its Applications (ICCSA 2020)**

Cagliari (Italy)

The 20th International Conference on Computational Science and Applications (ICCSA 2020) has been held on July 1 - 4, 2020 online in collaboration with the University of Cagliari, Italy.

ICCSA 2020 has been the next event in a series of highly successful International Conferences on Computational Science and Its Applications (ICCSA), previously held in Saint Petersburg, Russia (2019), Melbourne, Australia (2018), Trieste, Italy (2017), Beijing, China (2016), Banff, Canada (2015), Guimaraes, Portugal (2014), Ho Chi Minh City, Vietnam (2013), Salvador de Bahia, Brazil (2012), Santander, Spain (2011), Fukuoka, Japan (2010), Suwon, Korea (2009), Perugia, Italy (2008), Kuala Lumpur, Malaysia (2007), Glasgow, UK (2006), Singapore (2005), Assisi, Italy (2004), Montreal, Canada (2003), and (as ICCS) in Amsterdam, The Netherlands (2002) and San Francisco, USA (2001). The first ICCSA conference was co-organized by C.J.K. Tan (UK) and M. Gavrilova (U of Calgary, Canada) in 2003. Submitted papers will be subject to stringent peer review by at least three experts and carefully evaluated based on originality, significance, technical soundness, and clarity of exposition. All accepted papers will be included in the Springer Lecture Notes in Computer Science (LNCS) series and indexed by Scopus, EI Engineering Index, Thomson Reuters Conference Proceedings Citation Index (included in ISI Web of Science), and several other indexing services. The papers will contain linked references, XML versions and citable DOI numbers.

[More information](https://2020.iccsa.org) <https://2020.iccsa.org>

01/06/2020 – 10/06/2020 **Artifact Evaluation Committee Members Computing Frontiers (CF'20)**

Ischia (Italy)

Computing Frontiers is an eclectic, interdisciplinary, collaborative community of researchers investigating emerging technologies in the broad field of computing: our common goal is to drive the scientific breakthroughs that transform society.

[More information](http://www.computingfrontiers.org/2020/) <http://www.computingfrontiers.org/2020/>

CONFERENCES AND SEMINARS
(AS SPEAKER)

07/2025 **International Conference on Computational Science and its Applications**

Galatasaray University, Istanbul, Türkiye

Presented the research paper 'Digital Heritage to improve accessibility and break down architectural barriers' at the 'Virtual Reality and Augmented Reality' workshop.

Presented the research paper 'Dockerized Architecture for a Progressive Web App: An Italian Collocations Dictionary' at the 'Advanced and Innovative Web Apps' workshop.

Presented the project 'DICI-A – A Learner Dictionary of Italian Collocations' during the Research Project Showcases.

07/2024 **International Conference on Computational Science and its Applications**

Thuyloi University, Hanoi, Vietnam

Presenting at the conference ICCSA 2024 the scientific paper 'Exploring the Metaverse: Opportunities for Tourism and Territorial Development'.

25/05/2024 **LREC-COLING 2024**

Lingotto Conference Centre - Torino (Italy)

Presenting the scientific article "Combining Grammatical and Relational Approaches. A Hybrid Method for the Identification of Candidate Collocations from Corpora" at the conference LREC-COLING 2024. In addition to the article, a poster of the same name was also presented on the same day, summarising the contents of the article. The conference was held in Turin, Italy, from 20 to 25 May 2024. The central theme of the conference was natural language processing (NLP) and linguistic resources.

18/04/2024 **Master in Cultural Heritage Management for Tourism Development**

University of Perugia (Italy)

Present a 9-hour lecture entitled: "Tourism communication: the role and potential of Virtual Reality" at Palazzo Bernabei, Assisi, Italy

29/09/2023 **Sharper Night 2023**

University of Perugia (Italy)

Presenting at the Sharper Night 2023 'Realtà reimmaginate: tra tangibile e fantastico?'

29/09/2023 **Sharper Night 2023**

University of Perugia (Italy)

Presenting at the Sharper Night 2023 'Contare con i quanti, conta veramente?'

06/2023 **International Conference on Computational Science and its Applications**

University of Athens (Greek)

Presenting at the conference ICCSA 2023 the scientific paper 'A new exercise environment for the treatment of Visual Snow'.

30/09/2022 **Metaverse and future prospects**

University of Perugia (Italy)

The metaverse is the last frontier of the human imagination, where everything that has a physical limit in the real world is overcome in this new dimension. Students are offered a series of interactive scenarios that they will be able to visit, immersing themselves in them through an avatar that will allow them to observe the environments first-hand.

25/09/2022 **The digitalization of Traditional Games**

University of Perugia (Italy)

A talk together with Prof. Gervasi on the importance of digitising traditional sports through modern Virtual Reality and Augmented Reality technologies is presented.

07/07/2022 **International Conference on Computational Science and its Applications**

University of Màlaga (Spain)

Presenting at the conference ICCSA 2022 the scientific paper 'A mobile app to help people affected by Visual Snow'.

07/07/2022 **AWS Summit Milano**

Milan (Italy)

Presenting at the conference: "AWS e open source: come partecipare, scegliere e gestire software open source su larga scala"

21/04/2022 **Impact of open source and open data technologies on the journalist**

Ordine dei giornalisti Umbria, Sala Convegni, Hotel Plaza, Via Palermo n.88 - Perugia

He held an hour-long seminar explaining how to access the Deep Web, the Dark Web, the risks and dangers that can be encountered, and the content that is typically found in these environments. The audience consisted of professional journalists.

09/12/2021 **Remote assessment tools**

University of Perugia (Italy)

Assignment for the participation as speaker of a scientific seminar in the context of the National Plan for Scientific Degrees of Computer Science, concerning the module "Nuovi stimoli verso lo studio dell'Informatica" of the course of Didactics of Computer Science, at the Department of Mathematics and Computer Science of the University of Perugia on 9 December 2021

15/09/2021 **International Conference on Computational Science and Its Applications**

ICCSA 2021 (Cagliari)

Presenting at the conference ICCSA 2021 the scientific paper 'A new method for binary classification of proteins using Machine Learning'.

16/06/2021 **GARR**

GARR - the Italian Education and Research Network

A scalable platform for electronic assessment (e-assessment) is presented, for which remote student control has recently been implemented, respecting student privacy. The platform does not require any software to be installed on the students' clients. The platform has been adopted by the University of Perugia for the execution of secure written examinations remotely as of 24/12/2020, thanks to a Rectoral Decree that amended the current Didactic Regulations that prohibited written examinations during pandemic periods, encouraging its adoption by the University's faculty, after the software had been illustrated to the Department Directors and the Student Council. At the moment the platform, released under the GPL 3.0 licence, based on Docker containers and configured to scale horizontally, is implemented on a commercial cloud under the CRUI agreement. As of 19/05/2021, 29519 individual exams have been held on the platform, distributed over 1628 examination sessions, 662 subjects and 16142 questions have been activated. 357 teachers and 13426 students have registered.

27/10/2021 **Safer Internet Day**

Scientific High School Galileo Galilei (Perugia)

He held a seminar during the "Safer Internet Day" for the "Galileo Galilei" scientific high school entitled "How deep and dark is the web?".

27/10/2020 **Theoretical Chemistry and computational Modelling Course**

Theoretical Chemistry and computational Modelling Course

Participates as a speaker for the event "multiscale, machine learning and QSAR Methods applied to biomolecules", part of the Master in Theoretical Chemistry and computational Modelling Course 2020-2021 giving a talk on the following topic: "Binary classification proteins by Machine Learning Approach". This is followed by a hands-on, for a total of 3 hours of lectures.

01/07/2020 **International Conference on Computational Science and Its Applications**

ICCSA 2020 (Cagliari)

Presented the scientific paper 'Teaching Math with the help of Virtual Reality' at the conference.

01/07/2020 **International Conference on Computational Science and Its Applications**

ICCSA 2020 (Cagliari)

Presented the scientific paper 'An immersive Open Source environment using Godot' at the conference.

20/12/2019 **Astro Chemical Origins**

Università Grenoble Alpes - Astro Chemical Origins, Grenoble (Francia)

He gave a 45-minute seminar entitled 'Machine Learning approaches using Python' for the Astro Chemical Origins project.

12/10/2019 **AmareMatica**

University of Perugia (Italy)

He held a 30-minute seminar at the Salda del Dottorato (Cloister of the San Lorenzo Cathedral) in Perugia for the Infor-AmareMatica, Poliedricità e Trasversalità dell'Informatica day. The topic was: "How much do you deserve? - Opportunities for online assessment".

05/2019 **Piano Lauree Scientifiche**

University of Perugia (Italy)

He held a 20-minute seminar at the Department of Mathematics and Computer Science of Perugia for the Departmental Day of Scientific Degrees (PLS) . The topic was: "Computer science pill: Distance assessment tools", starting with a brief historical introduction and explaining the usefulness and functioning of the LibreEOL software, used at European level for chemistry and computer science exams.

10/03/2018 **Blender Italian Conference**

Teatro Spazio ZUT (Foligno, Italy)

He gave a 30-minute talk together with Prof. Osvaldo Gervasi from the University of Perugia at the Spazio ZUT theatre in Foligno for the Italian Blender 2018 conference. In that space of time they talked about 3D graphics, design and 3D modelling of complex objects and scenes. Some reconstruction works of the tempietto del Clitunno and the Via Flaminia were shown for a European P.O.N. project carried out in collaboration with the Vinci High School in Foligno.

CONFERENCES AND SEMINARS
(AS A LISTENER)

30/06/2025 – 03/07/2025

International Conference on Computational Science and its Applications

Blended conference - Galatasaray University, Istanbul, Türkiye

Computational Science is a main pillar of most of the present research, industrial and commercial activities and plays a unique role in exploiting Information and Communication Technologies as innovative technologies. The ICCSA Conference offers a real opportunity to discuss new issues, tackle complex problems and find advanced enabling solutions able to shape new trends in Computational Science.

01/07/2024 – 04/07/2024 **International Conference on Computational Science and its Applications**

Blended conference - Thuyloi University, Hanoi, Vietnam

Computational Science is a main pillar of most of the present research, industrial and commercial activities and plays a unique role in exploiting Information and Communication Technologies as innovative technologies. The ICCSA Conference offers a real opportunity to discuss new issues, tackle complex problems and find advanced enabling solutions able to shape new trends in Computational Science.

25/05/2024 **LREC-COLING 2024**

Lingotto Conference Centre - Torino (Italy)

Two major international key players in the area of computational linguistics, the ELRA Language Resources Association (ELRA) and the International Committee on Computational Linguistics (ICCL), are joining forces to organize the 2024 Joint International Conference on Computational Linguistics, Language Resources and Evaluation (LREC-COLING 2024) to be held in Torino (Italia) on 20-25 May, 2024.

03/07/2023 – 06/07/2023 **International Conference on Computational Science and its Applications**

Blended conference - University of Athens (Greek)

Computational Science is a main pillar of most of the present research, industrial and commercial activities and plays a unique role in exploiting Information and Communication Technologies as innovative technologies. The ICCSA Conference offers a real opportunity to discuss new issues, tackle complex problems and find advanced enabling solutions able to shape new trends in Computational Science.

04/07/2022 – 07/07/2022 **International Conference on Computational Science and its Applications**

Blended conference - University of Màlaga (Spain)

Computational Science is a main pillar of most of the present research, industrial and commercial activities and plays a unique role in exploiting Information and Communication Technologies as innovative technologies. The ICCSA Conference offers a real opportunity to discuss new issues, tackle complex problems and find advanced enabling solutions able to shape new trends in Computational Science.

13/09/2021 – 16/09/2021 **International Conference on Computational Science and its Applications**

Blended conference - University of Cagliari (Italy)

Computational Science is a main pillar of most of the present research, industrial and commercial activities and plays a unique role in exploiting Information and Communication Technologies as innovative technologies. The ICCSA Conference offers a real opportunity to discuss new issues, tackle complex problems and find advanced enabling solutions able to shape new trends in Computational Science.

11/05/2021 - 13/05/2021 **ACM International Conference on Computing Frontiers 2021**

Online Conference - University of Catania (Italy)

CF's broad scope is driven by recent technological advances in wide-ranging fields impacting computing, such as memory hardware and systems, network and systems architecture, cloud computing, novel device physics and materials, power efficiency, new application domains of machine and deep learning and big data analytics, and systems portability and wearability.

25/10/2020 – 31/10/2020 **Multiscale, machine learning and QSAR Methods applied to biomolecules**

University of Perugia (Italy)

He took part in a week-long series of seminars held at the University of Perugia's chemistry department by various lecturers.

21/10/2020 – 22/10/2020 **Unity for Umanity - Summit 2020**

conferenza online

Seminar held via live streaming and aimed at scholars of virtual reality techniques based on the Unity graphic engine

09/10/2020 **Epidemics, population Dynamics: prevention and containment**

University of Perugia (Italy)

Seminar held via virtual classroom teams by Prof. Giuseppe Schinaia

09/10/2020 **Quantum pictorialism**

University of Pisa (Italy)

Seminar delivered via virtual classroom teams

5/10/2020 **Cultura, mutamento, sviluppo. Quali sfide future per l'eco sostenibilità della società digitale**

University of Salerno (Italy)

Seminar held by the professor Emiliana Mangone

29/09/2020 **Verso horizon europe: contesto, mission e partnership**

Agenzia per la promozione della ricerca europea (APRE)

Online training course explaining the background, objectives and guidelines of the Horizon Europe project

25/09/2020 **Quantum pictorialism**

University of Pisa (Italy)

Seminar delivered via virtual classroom teams

01/07/2020 – 04/07/2020 **International Conference on Computational Science and its Applications**

Online conference - University of Cagliari (Italy)

Computational Science is a main pillar of most of the present research, industrial and commercial activities and plays a unique role in exploiting Information and Communication Technologies as innovative technologies. The ICCSA Conference offers a real opportunity to discuss new issues, tackle complex problems and find advanced enabling solutions able to shape new trends in Computational Science.

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17/02/2020 – 18/02/2020 **Machine learning meets Chemistry**

University of Torino (Italy)

Series of seminars held at the Department of Chemistry, University of Torino

31/01/2020 **Quantum Computers**

University of Pisa (Italy)

Seminar held at the Department of Mathematics and Computer Science, University of Pisa

11/12/19 **Algoritmi evolutivi algebrici**

University of Perugia (Italy)

Seminar held by Prof. Valentino Santucci, at the Department of Mathematics and Computer Science, University of Perugia

10/12/2019 **Exploiting social Influence to control opinions in social network**

University of Perugia (Italy)

Seminar held by Dr Federico Corò, at the Department of Mathematics and Computer Science, University of Perugia

28/11/2019 **Funzioni di matrici e applicazioni alla scienza delle reti**

University of Perugia (Italy)

Seminar held by Prof. Michele Benzi, at the Department of Mathematics and Computer Science, University of Perugia

15/09/2016 - 16/09/2016 **EchemTest+ Training Event**

University of Perugia (Italy)

Participates in the training event for the EchemTest platform used internationally for chemistry examinations and certifications by the ECTN

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- [54] Leonardo Marchi, **Damiano Perri**, and Osvaldo Gervasi. "Realtà Virtuale immersiva con HTC Vive e Unity3D". tesi sperimentale, Laurea Triennale. University of Perugia, IT, 2019.
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APPLICATIONS DEVELOPED FOR SMARTPHONES

2024 - now

My Unipg Job

<https://play.google.com/store/apps/details?id=com.myjobunipg.app>

The My UniPG Job app was created for the University of Perugia to manage Job Placement and Career Day. The app was released in early May 2024 and is compatible with iOS and Android.

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2025 - in corso

Network Shortcut

<https://play.google.com/store/apps/details?id=com.damianop.network>

This app is a simple, ultra-lightweight shortcut that instantly launches Android's secret "Phone Information" screen, giving you access to advanced network configurations that are normally hidden from users.

2023 **Young Sparks Symposium**

<https://www.unipg.it/ateneo/protezione-dati-personali/informative/yss>

The application was created for the University of Perugia to facilitate the organisation of the Young Sparks Symposium event. The event was held from 4 to 7 September 2023 in Solomeo. The app was programmed as a Hybrid App (with Capacitor, Ionic and Vanilla JS) and was compiled for Android and iOS.

2023 Night Clock

<https://play.google.com/store/apps/details?id=com.damianop.nightclock>

This app allows you to take advantage of the amoled displays of older smartphones to turn them into bedside alarm clocks. Unlike the always on displays built into operating systems, this app allows for some additional features. First of all, the time is horizontal and has a very large font to make it easier to read. Seconds are present. Every 5 seconds, the on-screen text shifts so as to avoid burn in and protect the life of the display. Below the time we find the date and the battery percentage. The battery percentage will turn green if the phone is plugged in. A tap on the display will activate the flashlight, turning the phone into a nightlight (I suggest setting the flashlight to minimum via your phone's settings so as not to overheat the LED lamp) A long tap will change the time format from 24 to 12 hours (am/pm)

2022 Visual Snow

<https://play.google.com/store/apps/details?id=com.damianop.visualsnow>

The application was created for a research project that aimed to implement an application for simulating the eyesight of people with Visual Snow. The application was made with Unity and published for Android.

2021 AR learning

<https://play.google.com/store/apps/details?id=com.vuforia.engine.BooksUnity>

The app was created for a research project that aimed to implement three-dimensional mathematical functions in an AR environment to facilitate the teaching of mathematics in high schools. The app was made with Unity and published for Android.

WEBSITES CREATED OR ADMINISTERED

2015 – Now LibreEOL - UNIPG

<https://www.libreeol.org/>

Website for university examinations. It is currently used by the University of Perugia.

2024 – Now Backoffice Job Placement - UNIPG

<https://backoffice.jobplacement.unipg.it/>

Platform created specifically for the administration of Job Placement and Career Day 2024 at the University of Perugia.

2022 – Now Partecipa - UNIPG

<https://partecipa.unipg.it/>

Platform for conducting surveys and administering questionnaires, used by some faculty members of the University of Perugia.

2015 – Now ICCSA

<https://iccsa.org/>

Administers the website of the International Conference on Computational Science and Its Applications.

2015 – Now Electronic Submission System - ICCSA

<https://ess.iccsa.org/>

Administers the website of the Submission Site for the International Conference on Computational Science and Its Applications.

2020 – current **Jitsi - ICCSA**

<https://jitsi0.iccsa.org/>

Video conferencing platform used for conferencing. The platform is configured with scalable technology and leverages docker. The site is based on the open source project: Jitsi.

2026 - Now **PDF Presentation Tool**

<https://presentations.damianoperri.it/>

Web project supporting teachers in performing lectures on dual monitors setups (PC monitor and projector). The platform is based on the idea of separating the presentation view from the audience view. The platform is designed to be user-friendly and accessible.

2015 – Now **EChemTest**

<https://echemtest.libreeol.org/>

Website for conducting university examinations in chemistry. The platform also allows the automated issuing of certifications for the EChemTest ECTN programme. The platform is used internationally.

2021 – attuale **damianoperri.it**

<https://www.damianoperri.it/>

Damiano Perri's personal website, written in html, php, javascript and css.

2021 – 2022 **Master-tec**

<https://www.master-tec.it/>

Website of a company from Perugia specializing in marketing and innovation of products and services

2019 – 2020 **Zaroli**

<https://zaroli.it/>

Website of the painter Edmondo Zaroli from Perugia. The site allows viewing the painter's works; there is also an art gallery explorable through virtual reality headsets.

2017 – 2021 **Master-UP**

<https://www.master-up.it/>

It was a website of a company specialising in marketing and innovation of products and services

2010 – 2011 **Monte Malbe ITAS**

<http://montemalbe.altervista.org/>

Website created for a study and research project on behalf of ITAS Giordano Bruno.

SKILLS

Mother tongue Italian

Other languages	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C1	C1	C1	C1
Japanese	A1	/	A1	A1	/

Levels: A1 and A2: Basic user – B1 and B2: Independent user – C1 and C2: Proficient user
[Common European Framework of Reference for Languages](#)

- Operating Systems**
- Linux: Ubuntu, Manjaro, Mint, Fedora, Kali
 - Microsoft: MS-DOS and Windows (Xp, Vista, 7, 8, 10, 11)
 - Apple: MacOS, iOS
 - Google: Android

- Programming languages**
- High Level: JavaScript, PHP, Python, Java
 - Medium Level: C, C++, C#
 - Logic Programming: Prolog
 - Functional Programming: Ocaml
 - Visual Programming: LabVIEW

- AWS cloud knowledge**
- Virtual Machines: EC2
 - Container: ECS, ECR
 - Database: RDS, Elastic Cache
 - Networks: VPC, ALB, NLB, NAT, Security Groups
 - Storage: EBS, EFS
 - Other tools: Certificate Manager, Cloudwatch, AWS Backup

- Other knowledge**
- Database: MySQL, MariaDB, AWS Aurora SQL, PostgreSQL
 - Markup: HTML 5, CSS
 - Software Principali: Unity, Blender, NetBeans, Visual Studio, PhpStorm, Sublime Text, Xcode, Docker, Portainer, phpMyAdmin
 - Server: network configurations and maintenance, custom docker creation for services, excellent knowledge of Bash shell
 - Hardware: excellent ability in assembling and disassembling internal computer components and troubleshooting hardware problems of notebooks and desktop computers
 - Word processing: LibreOffice, Open Office, Microsoft Office
 - Photo and Video editing: Photoshop, DaVinci Resolve, iMovie

- Communication skills**
- Excellent ability to relate to others
 - Excellent ability to adapt to multicultural environments
 - Diplomatic and respectful attitude towards the ideas and opinions of others

Digital competences	SELF-ASSESSMENT				
	Information Processing	Communication	Content creation	Safety	Problem solving
	Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

[Digital competences - Self-assessment grid](#)

Other skills and interests Chess, animals, photography and DIY enthusiast

Driving license B

Marital status Not married