

Stefano Conoci

29/01/1992

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EDUCATION

• **Ph.D. course in Engineering in Computer Science**

University: "La Sapienza", Roma

Research project title: "Low level workload-aware power and energy optimization of modern computing systems."

Duration: November 2017 - Present

• **Master of Science in Engineering in Computer Science**

University: "La Sapienza", Roma

Specialized in: Computing Infrastructure

Exams graded with distinction:

1. Artificial Intelligence & Machine Learning
2. Capacity Planning
3. Mobile Applications and Cloud Computing
4. Network Infrastructures
5. Advanced Operating Systems and Virtualization
6. Pervasive Systems
7. Interactive Graphics
8. Data Centers and High Performance Computing

Average grade: 29.7/30

Graduation grade: 110/110 cum laude

Thesis: "Efficient Software Transactional Memory via thread scheduling and Dynamic Voltage and Frequency Scaling"

Duration: September 2014 - January 2017

- **Bachelor in Computing Engineering and Automation**

Università: "La Sapienza", Roma

Specialized in: Computer Engineering

Exams graded with distinction:

1. Analisi I
2. Calcolatori Elettronici
3. Progetto di Applicazioni software
4. Progettazione Software
5. Ingegneria degli Algoritmi
6. Telecomunicazioni

Average grade: 28.7/30

Graduation grade: 110/110 cum laude

Thesis: "Freeble - mobile advertising platform "

Duration: September 2011 - October 2014

SCIENTIFIC PUBLICATIONS

- S. Conoci, D. S. Pierangelo, C. Bruno, and Q. Francesco, "Adaptive performance optimization under power constraint in multi-thread applications with diverse scalability" in Proceedings of the 9th ACM/SPEC International Conference on Performance Engineering (ICPE 2018), Berlin, April 9-13, 2018.
- S. Conoci, C. Davide, D. S. Pierangelo, P. Alessandro, C. Bruno, and Q. Francesco, "A power cap oriented time warp architecture" in Proceedings of the 2018 ACM SIGSIM Conference on Principles of Advanced Discrete Simulation, SIGSIM-PADS 2018, Rome, May 23-25, 2018.

WORK EXPERIENCE

- **Computer Science Researcher** at the Ministry of Justice for the research project "Convenzione tra Università Roma TRE e Ministero della Giustizia" - **March 2017** - **October 2017**
- **Private teacher** of Physics and Computer Science - **March 2012- June 2015**

PROJECTS

- **GameLoadBalancer** - distributed platform for efficient and load balanced computation of game solutions in distributed systems
- **Freeble** - gamification-based mobile advertisement platform
- **SmartTeamTracking** - Indoor localization and group tracking
- **WiFinder** - Ad-hoc dynamic network for geo-localization
- **Kaioh** - WebGL videogame based on the Babylon.js library

The source code and specifications of further projects can be found at: github.com/StefanoConoci

SKILLS

- **Languages**

Italian: Mother tongue

English: C1

- **Technical skills**

Programming languages: Java, C, C++, PHP, Python, HTML, Javascript, GLSL, x86 Assembly, SQL, Cypher Query Language

Technologies and libraries: Android App, Linux Kernel, OpenCL, WebGL, Spring, Neo4j, BabylonJS, MPI, Hadoop

Design: Software design in UML, database design in ER