

## Curriculum vitae

## PERSONAL INFORMATION Andrea Gatti



# WORK EXPERIENCE

## October 2021 - July 2022

# Teaching Tutor

Help Computer Science first-year students at the University of Genoa during Introduzione alla Programmazione and Algoritmi e Strutture Dati courses.

# February 2022 - May 2022

## Teaching Tutor

Help students of Liceo Scientifico and Economico Sociale "Luigi Lanfranconi" during the project 5GBot as a University tutor in collaboration with Ericsson.

### February 2023 - May 2023

# Teaching Support

Help Computer Science first and second-year students at the University of Genoa during course Basi di Dati and Architetture dei Calcolatori courses.

## February 2023 - October 2023

## Research Fellow

Project title: "Next Generation UPP: nuovi schemi collaborativi tra Università e uffici giudiziari Per il miglioramento dell'efficienza e delle Prestazioni della giustizia nell'Italia nord-ovest".

In this project, I am developing Natural Language Processing techniques for extracting master and statistical data from court judgments, particularly divorce judgments. For the realization of the project I am collaborating constructively with other assignees, exchanging ideas and results, and with a magistrate of the Court of Genoa who has expressed a very positive opinion on a preliminary version of my work running tests on 50 judgments. From the work done and the methods studied and implemented for data extraction, we are working on writing a paper that will compare the different approaches had between assignees and show the advantages of each solution to arrive at a synthesis that maximizes the quality of the final result.

## November 2023 - Ongoing

## PhD Student

The goal of the proposed reasearch is to design and develop a framework (namely VEsNA) for bridging intelligent software agents, virtual reality and natural language processing in a general purpose, scalable and flexible way. The framework should be able to interact with the user in natural language, understand commands given by the user, decide if "execute" it or not and in positive case find a way to achieve the goal giving at the end a feedback in natural language to the user. The intelligent software agents will be enbodied in the virtual reality that will be their domain action. As a futuristic perspective, users could be able to enter the virtual reality and interact with the agents in a more natural way, in first place they will be able to see it from outside as spectators interacting with it using a chat.

## October 2023 - December 2023

# Teaching Support

Help Computer Science first students at the University of Genoa during Introduzione alla Programmazione course and second-year master degree students during Natural Language Processing course.