



# Christian Joppi

## *Curriculum Vitae*

### Personal Information

Birth October 21, 1994 – Trento, Italy  
Nationality Italian  
Gender Male

### Education

2018 - **PhD Student in Computer Science**, *University of Verona*, Verona, Italy.  
Present

July 2019 **ICVSS 2019**, *Ragusa, Italy*,  
International Computer Vision Summer School "Computer Vision - Where are we?"  
organized by IPLAB at University of Catania, Italy. List of courses can be found at  
<http://iplab.dmi.unict.it/icvss2019/Courses>.

2016–2018 **Master in Computer Vision**, *University of Verona*, Verona, Italy,  
110/110 with Honors.

2013–2016 **Bachelor in Computer Science**, *University of Trento*, Trento, Italy.

2008–2013 **High School Diploma in Computer Science**, *Istituto Tecnico Guglielmo Marconi*,  
Rovereto, Italy.

### Awards and Honors

2018 **Master Thesis Merit Award**, *Annual student excellence award, Cassa Rurale Di Giovo e Rotaliana, Mezzolombardo, Italy*. Grant assigned to the students with score higher than 100/110.

2017 **Bachelor Thesis Merit Award**, assigned by University of Trento to the best students of the Bachelor course.

## Master Thesis

Title	<i>Similarity-based retrieval techniques for fashion images</i>
Advisor	Prof. Marco Cristani
Description	The thesis focuses on measures that express similarity between textures and clothing images, and provides different retrieval mechanisms that exploit these measures. Most of these measures are based on deep learning.

## Bachelor Thesis

Title	<i>SPRINGLES 2.0: a reasoning system over semantic data</i>
Advisor	Prof. Gabriel Mark Kuper
Description	The project aims at improving SPRINGLES, which is an inference system working on semantic data.

## Academic projects

### Master Projects

2018	<b>Ball in a labyrinth</b> , Course: <i>Human Computer Interaction, Unity Framework</i> . Development of a videogame that is based on three different interaction modalities: mouse, keyboard, accelerometer.
2017	<b>Shape analysis of triangulated mesh</b> , Course: <i>Analysis of images and volumetric data, MATLAB framework</i> . Design of a descriptor able to discriminate among different 3D meshes.

### Bachelor Projects

2016	<b>Parking Finder</b> , Course: <i>Mobile programming, Android Studio Framework</i> . Development of an Android application that allows the remote management of car parking activites.
2015	<b>Multiplayer Game</b> , Course: <i>Operative System, C language</i> . Development of a multiplayer game exploiting multiprocessing system architectures.
2014	<b>Studyroom</b> , Course: <i>Software Engineering. HTML, CSS, JavaScript languages</i> . Development of StudyRoom, a web application that helps students in finding rooms for studying in a university scenario.

## Research Experience

Oct 2018 - Present	<b>PhD</b> , SCHOOL OF SCIENCE AND ENGINEERING, UNIVERSITY OF VERONA, VERONA, ITALY, Supervisor: Marco Cristani, Focus on Deep Learning and Computer Vision techniques applied to visually user profiling. Research on Texture Description produced [4] and [5] both accepted as oral at BMVC 2019 and ICIAP 2019, respectively.
Nov 2017 - Sep 2018	<b>Research stage</b> , HUMATICS SRL, Verona, Italy, Academic supervisor: Prof. Marco Cristani; Industrial supervisor: Dr. Davide Conigliaro. Development of an application of clothing image segmentation, working in near real-time. Use of Matlab and Python, Django server, Docker architecture and Deep-Learning technologies. 300 hours.

Feb 2016 – **Research stage**, FBK, Trento, Italy, Academic supervisor: Prof. Gabriel Mark Jun 2016 Kuper; Industrial supervisor: Dr. Loris Bozzato. Improvement of the SPRINGLES inference system. Development of a web interface that allows inference of web semantic data.  
250 hours.

#### Given seminars and presentations

Sept 2019 **Texture Retrieval in the Wild through detection-based attributes**, ICIAP 2019, Trento, Italy, Oral presentation for the paper [2].

June 2018 **From web to physical and back: multimodal user profiling with deep learning**, ICWE 2018, KDWeb workshop, Cáceres, Spain, Oral presentation for the paper [3].

#### Activity as Reviewer

Conferences 

- International Conference on Pattern Recognition (IEEE, H5-index: 38)

Journals 

- IEEE Transactions on Multimedia (IEEE, ISSN: 1520-9210, IF 5.452)
- Pattern Recognition Letters (Elsevier, ISSN: 0167-8655, IF 2.810)
- Cognitive Processing (Springer, ISSN: 1612-4790, IF 1.233)

## Teaching Experience

Mar 2020 – **Laboratory assistant**, *Course of Pattern Recognition*, University of Verona, Verona, Currently Italy.

Oct 2019 – **Laboratory assistant**, *Course of Signals and Images Elaboration*, University of Feb 2020 Verona, Verona, Italy.

Jan 2019 – **Laboratory assistant**, *Course of Probability and Statistics*, University of Verona, Sep 2019 Verona, Italy.

## Conference Organization Experience

Nov 2019 – **Organising and Programme Committees Chair**, *9th Symposium on Conformal and Probabilistic Prediction with Applications*, Verona, Italy, Sept 2020. Currently

## Work Experience

Jan 2015 – **Developer and Network Technician**, MAXIDEA SAS, Segonzano, Trento, Italy, Aug 2015 Network administrator and installer. Use of Java language.

Jun 2012 – **System Engineer Stage**, GPI SPA, Trento, Italy, Network and computer maintenance. Jul 2012 Use of Linux shell.

## Scientific Interest

Deep Learning, Computer Vision, Machine Learning, Pattern Recognition.

## Computer skills

Advanced	Python, C#, HTML, JavaScript, CSS
Intermediate	C, C++, Java, SQL
Basic	R, OCaml
Tools	MATLAB, VisualStudio, Eclipse, Git
Systems	Windows, MacOS, Linux

## Languages

English **B1 level skills. Advanced in Reading and Writing**

## Qualities

Personal skills	Passionate about learning new skills, high focus on the goals. Strong software engineering abilities.
Interpersonal skills	Good organizational skills, eager to compare with the colleagues to improve my skills, fast to adapt to new contexts.
Experience with	High level programming, scripting, data collection, virtual machines, debugging, software design.
Driving License	B Category.
Hobbies and interests	Firefighter volunteer, volleyball, downhill skiing, running, trekking, tv series.

## Publications

- [1] **Texel-Att: Representing and Classifying Element-Based Textures by Attributes**, *Marco Godi, Christian Joppi, Andrea Giachetti, Fabio Pellacini and Marco Cristani*.  
Proceedings of BMVC 2019, Cardiff, United Kingdom.
- [2] **Texture Retrieval in the Wild through Detection-based Attributes**, *Christian Joppi, Marco Godi, Andrea Giachetti, Fabio Pellacini and Marco Cristani*.  
Proceedings of ICIAP 2019, Trento, Italy.
- [3] **From web to physical and back: multimodal user profiling with deep learning**, *Christian Joppi, Pietro Lovato, Gloria Menegaz and Marco Cristani*.  
Proceedings of KDWEB 2018, ICWE 2018, Cáceres, Spain. ISBN: 978-3-319-91662-0

## arXiv-Publications

- [4] **SIMCO: SIMilarity-based object COunting** , *Marco Godi, Christian Joppi, Andrea Giachetti, and Marco Cristani*.  
arXiv:1904.07092

## Declaration Statements

I hereby authorize the use of my personal data in compliance with the Italian law N° 675/96.

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