

Curriculum Vitae for Alessandro Ticchi

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Date and place of birth: 14 March 1987 Cattolica(RN), Italy

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EDUCATION

Actually visiting student at the Department of Computing and Department of Bioengineering of the Imperial College London, London, UK. May 2012 - Now.

Actually enrolled in a PhD in Theoretical Physics, Università degli studi di Bologna, Bologna, Italy. January 2012 - December 2014.

Master in Theoretical Physics, final mark 110/110 Lode, Università degli studi di Bologna, Bologna, Italy. October 2011. Thesis entitled "Renormalization Group Flow of Non-local Average Effective Actions".

Master in Mathematical Finance, final mark 110/110 Lode, Università degli studi di Bologna, Bologna, Italy. March 2011.

Degree in Physics, final mark 110/110 Lode, Università degli studi di Bologna, Bologna, Italy. July 2009. Thesis entitled "Hilbert Basis".

High School Diploma, final mark 100/100, Liceo Classico "Dante Alighieri", Rimini, Italy. July 2006. Thesis entitled "Probability".

SCHOLARSHIPS AND FELLOWSHIPS

Scholarship from Italian Physics Society (SIF) 2006-2009.

Fellowship from Sella Bank for "Master in Mathematical Finance" 2010-2011.

LANGUAGES SPOKEN

Italian: native speaker.

English: advanced.

COMPUTER SKILLS

Operating Systems: Linux, Mac OS-X, Windows.

"C++" programming language and Open-GL 3d visualization, "Visual Basic",

"Wolfram Mathematica", "Matlab", "Gretl", "R",

"Blender" 3d editing and animating,

"Adobe After-Effects CS3" video editing, "Adobe Photoshop".

PREVIOUS EXPERIENCES

Internship in “Cineca”, the largest Italian computing centre, where i developed a 3D simulation of Bologna in Medieval time using C++, Open-GL and alternative input tools (Winter 2009 - about 500 hours).

Worked as a sailing-teacher (Every summer from 2003).

Worked as an entertainer and a sailing-teacher for Valtur in Bodrum (Turkey) (Summer 2008).

Worked as a skipper in Isola D’Elba (September 2008).

MY PROJECTS

GSpaceSim, a 3D spaceship arcade game in C++ i developed with Francesco Rossi using alternative input devices.

A simple Artificial Intelligence Engine for Poker in C++.

A risk management program in Matlab for minimizing VaR and ES.

MY SEMINARS

Presentation of GSpaceSim. Linux day 2007 - Rimini.

Lecture about “Spherical Harmonics for illumination” at School of Scientific Visualization 2009 - Cineca.

LICENSES AND HOBBIES

Sailing teacher license from Federazione Italiana Vela, Windsurf teacher licence, Boat skipper license, Computational Neuroscience, PNL, Cognitive Neuroscience, Affective Computing, Machine Learning, Neural Networks, Finance, Playing violin and guitar, fire juggling and magic tricks, snowboarding and kitesurfing.