Giorgio Presti
CURRICULUM VITAE

PERSONAL INFORMATION

SURNAME	PRESTI
NAME	GIORGIO

QUALIFICATIONS

EDUCATIONAL QUALIFICATIONS

PhD in Computer Science
University of Milan, 28/03/2017

Master's Degree in Computer Science for Communication
University of Milan, 19/04/2013

Bachelor's Degree in Science and Technology of Musical Communication
University of Milan, 2009

Industrial Technical Expert in Computer Science
L. Galvani Technical Industrial Institute, Brescia, 2004

RESEARCH DOCTORATE OR EQUIVALENT QUALIFICATIONS

PhD in Computer Science, University of Milan, 28/03/2017

RESEARCH CONTRACTS, RESEARCH GRANTS OR EQUIVALENT

Research Grant, University of Milan, 01/03/2017 - 28/01/2021
Research activity in the field of Sound and Music Computing and blind source separation.

Research Grant, University of Milan, 01/06/2021 - 31/05/2022
Research activity in the field of Sound and Music Computing and sound spatialization

Research Grant, University of Milan, 01/09/2022 - 01/03/2023
Research activity in the field of machine listening techniques for environmental audio

Fixed-term Researcher Type A, University of Milan, 01/03/2023 - 28/02/2026
Research activity in the field of multimedia information processing in the context of the PNRR project "CHANGES" Spoke 2

UNIVERSITY-LEVEL TEACHING ACTIVITIES

TEACHING ACTIVITIES

2025: Professor of Tools and Applications of Generative AI, University of Milan, Master in Digital Humanities (12 hours): Generative Artificial Intelligence and Prompt Engineering for Digital Humanities.

2024-2025: Professor of Computer Science Applied to Music, University of Milan, Department of Computer Science (24 hours): Module on the use of Generative Artificial Intelligence for musical purposes.

2023-2025: Professor of Technology Development for Music Production, University of Milan, Department of Computer Science (24 hours): Development of audio applications in C++.

2019-2025: Steinberg Cubase Certified Trainer (30 hours), University of Milan, Department of Computer Science: Certification course for Steinberg Cubase software.

2023: Participation in the implementation of the 4EU+ continuing education course "Artificial Representation of Reality", organized as part of task 4.1 (Professional Learning Academy) of the 4EU+ 1CORE Project.

2021-2022: Contract Professor of Technology Development for Music Production, University of Milan, Department of Computer Science (30 hours): Development of audio applications in C++.

2020: Contract Professor of Information Technologies for Musical Information Restoration, University of Milan, Department of Computer Science (30 hours): Audio restoration algorithms.

2018-2020: Contract Professor of Computer Science, University of Milan, Department of Agriculture (30 hours): Basic computer science course.

2014-2017: Laboratory instructor in the Computer Science Applied to Music course, University of Milan, Department of Computer Science (10 hours): Laboratory exercises conducted with Matlab.

2020-2022: Contract Professor of Multimedia for Cultural Heritage: Santa Giulia Academy of Fine Arts, Brescia (24 hours): Introduction to computer science and digital manipulation of multimedia information; history of multimedia installations and the relationship between art and science.

2014-2025: Supervisor and co-supervisor for a total of 196 final projects, both bachelor's and master's degrees.

SEMINAR ACTIVITIES

2024-2025: PhD seminar "Working in the museum of the ephemeral" at the Department of Cultural Heritage, University of Milan (4 hours): Seminar on the impact of computer science on cultural heritage.

2024: Seminar titled "Computer Science and Cultural Heritage" at the Department of Cultural Heritage, University of Milan (2 hours): Seminar on digital technologies used for the preservation of cultural heritage.

2023: Presentation titled "Efficient Implementation of the Scattering Delay Networks Reverberation Algorithm" during the annual meeting of the European SONICOM project.

2019-2021: Seminar titled "Information Technologies for Audio Restoration" as a guest during the Film Restoration Methodologies and Techniques course, University of Milan (4 hours): Seminar on digital technologies used for audio information restoration.

2016: Seminar titled "Design of sound installations: aesthetics and technologies", Catholic University of the Sacred Heart, Brescia (12 hours): Seminar on technologies for multimedia installations.

2016: Seminar titled "How does Shazam work?", as a guest during the Musical Databases course, University of Milan (4 hours): Seminar on fingerprinting and hashing algorithms used by various audio content-identification services.

2015: Seminar titled "Introduction to Blind Source Separation" during the Computer Science Applied to Music course, University of Milan (4 hours): Seminar on blind source separation.

TRAINING OR RESEARCH ACTIVITIES AT QUALIFIED ITALIAN OR FOREIGN INSTITUTIONS;

2025: Collaboration with ASK Industries for the implementation of patented audio algorithms in embedded devices for automotive.

2024: Collaboration with ST Microelectronics for the implementation of audio quality optimization algorithms in embedded devices for automotive.

2021: Technical consultancy for the multinational Bregal Investments regarding an asset of their interest, world leader in the field of real-time audio signal processing.

2017: Collaboration with IRCAM (Paris) and Nami Lab S.R.L. (Italy) for the prototyping of an audio synthesizer based on neural networks.

PROJECT ACTIVITIES

2023-2026 Cultural Heritage Active Innovation for Sustainable Society (CHANGES); SPOKE 2 "Creativity and Intangible Cultural Heritage"

- The objective of the Spoke is to develop cutting-edge solutions (e.g., digital transition, new forms of entrepreneurship, etc.) aimed at improving the cultural and creative sector; promoting research and management of sustainable practices in the field of performing arts, music, audiovisual media, design and fashion, crafts and linguistic heritage.
- Total cost of the CHANGES project: €120,683,474.16.
- Spoke 2 includes various universities and companies from the Italian territory, with the University of Milan as leader.
- In particular, within the project context, the candidate is responsible for modeling the knowledge base where partners' work converges, as well as creating processing tools necessary for the usability of multimedia content such as manuscripts and audiovisual recordings.

2021-2023 Transforming auditory-based social interaction and communication in AR/VR (SONICOM)

- The objective of the SONICOM project is to design and implement the next generation of three-dimensional audio technologies, provide personalized audio solutions, and significantly improve the way we interact with the virtual world.
- The project is funded with €5,651,042.50 (of which €565,031.25 for UNIMI) by the European Union through the H2020-EU.1.2.2 Future and Emerging Technologies (FET) Proactive fund: emerging paradigms and communities.
- The project involves universities from 6 European states and various partner companies. The University of Milan (the only Italian institution) is represented entirely by the research group of the Musical Informatics Laboratory, to which the candidate belongs.
- In particular, within the project context, the candidate deals with Head Related Transfer Functions (HRTF) modeling and real/virtual blending through Room Impulse Responses (RIRs) modeling.

2020-2021 Multidisciplinary approach for the development of a continuous monitoring system in dairy goat farms through vocalization analysis (VOCAPRA)

- The project's objective is to identify distinctive characteristics of vocalizations emitted by goats in different contexts, in order to improve the quality of the relationship between the farmer and the animals, and to implement a computer tool for continuous non-invasive automatic monitoring of animals.
- The project is funded with €500,000.00 by the Lombardy Region PSR with the European Partnership for Innovation in Agriculture (PEI-AGRI).
- The project is coordinated by the Department of Agricultural and Environmental Sciences - Production, Territory, Agroenergy (DiSAA), with the collaboration of the Department of Computer Science "Giovanni degli Antoni" (DI) and the Department of Medical-Surgical Pathophysiology and Transplants (DEPT), all from the University of Milan. Three dairy goat farms complete the working group.
- In particular, within the project context, the candidate deals with the design and programming of sensors installed in barns and the signal processing necessary for automatic recognition of vocalizations.

ORGANIZATION, DIRECTION AND COORDINATION OF NATIONAL AND INTERNATIONAL RESEARCH GROUPS, OR PARTICIPATION IN THEM

2025: Proposing member of the CRC "Artificial Intelligence for Animal Health and Welfare" (under approval) involving the Departments of Computer Science and Agriculture of UniMI.

2023: Member of the interdepartmental research group pertaining to Spoke 2 of the PNRR project "CHANGES".

2021-2023: Member of the international research group pertaining to the European project SONICOM.

2020-2021: Member of the research group pertaining to the VOCAPRA project.

2015-2024: Member of the Music Informatics Laboratory of the Department of Computer Science, University of Milan.

2015-2024: Member of the IEEE Computer Society working group "WG_1599 - Working Group for XML Musical Application".

AWARDS AND NATIONAL AND INTERNATIONAL RECOGNITION FOR RESEARCH ACTIVITIES

2025: Identified as 'Key Innovator' by the European Commission Innovation Radar for the BRT Toolbox, developed by the collaboration between Oesterreichische Akademie der Wissenschaften, Universidad de Malaga and Universita degli Studi di Milano in the context of the EU-Funded project SONICOM.

2021: Best presentation award for the publication: "Ruffle: A User-Controllable Music Shuffling Algorithm" (SMC 2021)

2018: Best poster award for the publication "A Proposal for the Interactive Sonification of the Human Face" (CHIRA 2018)

OTHER ACADEMIC ACTIVITIES

ROLES IN SCIENTIFIC COMMITTEES

2025: Member of the Sound and Music Computing International Conference Board with the role of Summer School Coordinator.

2025: Special Session Organizer for the track "Audio Immersion and Cognition in XR" in the Annual European Conference on Acoustics and Noise Control Engineering of the European Acoustics Association, Forum Acusticum Euronoise 2025 (FA25).

2024: Program Chair, Editor of the proceedings, and Member of the Scientific Committee of the Audiomostly Conference (AM 2024).

2023: Member of the Scientific Committee of the International Conference on Multilayer Music Representation and Processing (MMRP 2023).

2020: Member of the Program Committee for the Special Track on "Computer Supported Music Education" in the International Conference on Computer Supported Education (CSEDU 2020).

2019: Editor of the proceedings and Member of the Scientific and Organizing Committees of the First International Conference on Multilayer Music Representation and Processing (MMRP 2019).

REVIEWER ACTIVITIES

2025: Reviewer for a research grant of the Social Sciences and Humanities Research Council of Canada

2015-2025: Peer reviewer for various publication venues including:

Wireless Communications and Mobile Computing Journal
IEEE Transactions on Audio, Speech and Language Processing
Springer Nature Book entitled "Sonic interactions in virtual environments (SIVE)"
Sound and Music Computing Conference
International Conference on Computer Supported Education
Multilayer Music Representation and Processing Conference
International Journal of Human-Computer Studies
Digital Audio FX Conference
ACM Computing Surveys Review
ACM CHI

DISSEMINATION ACTIVITIES

2023: Participation as speaker at the Genoa Science Festival, "Soundwalk" event, on the relationship between sound and emotions.

2022: Participation as speaker at the Italian Space Day at MuSe in Trento, "SONICOSMOS" conference, on the theme of data sonification in the scientific field.

2021: Participation as speaker at the Genoa Science Festival, "SONICOSMOS" conference, on the theme of data sonification in the scientific field.

2014-2017: Participation in "Meet Me Tonight - The Researchers' Night" in outreach activities regarding the world of multimedia computing.

INSTITUTIONAL ROLES

2024-2025: Member of the Incoming Orientation Commission of the Department of Computer Science "Giovanni Degli Antoni", University of Milan.

2024-2025: Member of the evaluation committee for international students entering master's degree courses at the Department of Computer Science "Giovanni Degli Antoni", University of Milan.

SCIENTIFIC PRODUCTION

For an updated list of scientific publications, please consult one of the following databases:
https://air.unimi.it/
https://www.lim.di.unimi.it/research_publications_search_eng.php

Data   20/09/2025   Luogo   Passirano