

Paolo Burelli

CONTACT INFORMATION	Rued Langgaards Vej 7 2300 Copenhagen (DK)	Mobile: +4552609296 E-mail: pabu@itu.dk WWW: www.paoloburelli.com Orcid: https://orcid.org/0000-0003-2804-9028
WORK EXPERIENCE	Associate Professor Center for Computer Games Research, IT University of Copenhagen (ITU)	January 2020 - Ongoing
	Assistant Professor Center for Computer Games Research, IT University of Copenhagen (ITU)	January 2018 - December 2019
	Machine Learning Consultant Tactile Entertainment	January 2019 - Ongoing
	Senior Data Scientist Tactile Entertainment	March 2016 - December 2017
	External Lecturer Tactile Entertainment	August 2017 - December 2017
	External Lecturer Department of Architecture, Design and Media Technology, Aalborg University Copenhagen (AAU)	March 2016 - July 2017
	Machine Learning Adviser Api Fortress	January 2016 - Ongoing
	Assistant Professor Department of Architecture, Design and Media Technology, Aalborg University Copenhagen (AAU)	April 2013 - February 2016
	Research Assistant Department of Architecture, Design and Media Technology, Aalborg University Copenhagen (AAU)	August 2012 - March 2013
	Visiting Researcher Multimedia and Vision Research Group, Queen Mary University Of London (QMUL)	September 2011 - January 2012
	PhD student Center for Computer Games Research, IT University of Copenhagen (ITU)	December 2008 - May 2012
	Co-founder and CEO <i>Digitalapes (Startup)</i>	June 2007 - November 2008
	Research Assistant Dipartimento di Matematica e Informatica, Università degli Studi di Udine (UNIUD)	June 2007 - December 2007
	Software Developer <i>Eurotech S.p.A.</i>	August 2006 - June 2007
EDUCATION	Ph.D. in Artificial Intelligence • Thesis Title: <i>Interactive Virtual Cinematography</i> • Adviser: Dr. Georgios Yannakakis • Institute: IT University Of Copenhagen , Copenhagen, DK	August 2012
	M.Sc. (cum Laude) in Information Technology • Thesis Title: <i>GPU Based Gesture Recognition and Tracking for HCI</i> • Adviser: Dr. Roberto Ranon • Institute: Università degli Studi di Udine , Udine, IT	April 2007
COMMITTEES AND AFFILIATIONS	• Co-head of the games study program at the ITU University Of Copenhagen 2019-2020 • Member and co-founder of the Augmented Cognition Laboratory	2013-2016

	<ul style="list-style-type: none"> • Member of the Creative Artificial Intelligence Lab • Member of the Center of Computer Games Research • Member of IEEE 	2010-
REFeree SERVICE	<ul style="list-style-type: none"> • <i>IEEE Conference on Computational Intelligence in Games</i> • <i>European Conference on the Applications of Evolutionary Computation</i> • <i>AAAI International Conference on AI and Interactive Digital Entertainment</i> • <i>ACM Genetic and Evolutionary Computation Conference</i> • <i>IEEE Transactions on Visualization and Computer Graphics</i> • <i>IEEE Congress on Evolutionary Computation</i> • <i>International Joint Conference on Neural Networks</i> • <i>IEEE Transactions on Affective Computing</i> 	
CONFERENCE SERVICE	<ul style="list-style-type: none"> • General chair of the IEEE Conference on Games. • Proceedings chair of the European Conference on the Applications of Evolutionary Computation. • Local chair of the European Event on Bio-Inspired Computation (Evostar). • Chair of the EvoGames track of the European Conference on the Applications of Evolutionary Computation. • Proceedings chair of the IEEE Conference on Computational Intelligence and Games. • Local team member in the 2010 IEEE Conference on Computational Intelligence and Games. 	2021 2016 2015 2013-2017 2014 2010
TEACHING AND SUPERVISION EXPERIENCE	<ul style="list-style-type: none"> • MSc courses organised: Data-Driven Design and Development, Data-Mining, Modern Artificial Intelligence and Foundations of Game Artificial Intelligence • BSc courses organised: Complex Software Development, Computer Graphics • MSc thesis supervisions: 20+ • BSc thesis supervisions: 30+ • PhD supervisions: 2 	
RESEARCH PROJECTS	<p>Deep Visual Perception Learning - PhD 2022-2025</p> <ul style="list-style-type: none"> • Funder: Pioneer Centre for Artificial Intelligence • Budget: DKK 2 292 933 • Principal Investigator <p>APPLE: Adaptive Physical Procedural Learning Env. - PhD 2022-2025</p> <ul style="list-style-type: none"> • Funder: Digital Design Department, YOLI ApS and KMD A/S • Budget: DKK 1 799 000 • Principal Investigator <p>ALGO: Autonomous Live Game Operations - Industrial PhD 2018-2022</p> <ul style="list-style-type: none"> • Funder: Innovations Fonden and Tactile Games • Budget: DKK 1 154 000 • Principal Investigator <p>Augmented Cognition Laboratory - Equipment Grant 2013</p> <ul style="list-style-type: none"> • EEG/EMG/BCI Equipment • Funder: Obel Fund • Budget: DKK 331 975 • Co-author of the application 	
SELECTED PUBLICATIONS	<ul style="list-style-type: none"> • Jeppe Theiss Kristensen, Arturo Valdivia and Paolo Burelli. Statistical Modelling of Level Difficulty in Puzzle Games. To be published in: <i>Proceedings of the IEEE Conference on Games</i>, Copenhagen 2021. • Dannie Korsgaard, Thomas Bjørner, Pernille Krog Sørensen and Paolo Burelli. Creating user stereotypes for persona development from qualitative data through semi-automatic subspace clustering. In: <i>User Modeling and User-Adapted Interaction</i>, 2020. • Paolo Burelli Predicting Customer Lifetime Value in Free-To-Play Games In: <i>Data Analytics Applications in Gaming and Entertainment</i> 2019. Taylor & 	

Francis Group.

- Paolo Burelli and Georgios N. Yannakakis. Adaptive Virtual Camera Control Through Player Modelling. In: *User Modeling and User-Adapted Interaction*, 2015.
- Paolo Burelli. Virtual Cinematography in Games: Investigating the Impact on Player Experience. In. *International Conference On The Foundations Of Digital Games*, 2014.