

## Paolo Burelli

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CONTACT INFORMATION	Rued Langgaards Vej 7 2300 Copenhagen (DK)	<i>Mobile:</i> +4552609296 <i>E-mail:</i> pabu@itu.dk <i>WWW:</i> www.paoloburelli.com <i>Orcid:</i> <a href="https://orcid.org/0000-0003-2804-9028">https://orcid.org/0000-0003-2804-9028</a>
WORK EXPERIENCE	<b>Associate Professor</b> Center for Computer Games Research, IT University of Copenhagen (ITU)	January 2020 - Ongoing
	<b>Assistant Professor</b> Center for Computer Games Research, IT University of Copenhagen (ITU)	January 2018 - December 2019
	<b>Machine Learning Consultant</b> Tactile Entertainment	January 2019 - Ongoing
	<b>Senior Data Scientist</b> Tactile Entertainment	March 2016 - December 2017
	<b>External Lecturer</b> Tactile Entertainment	August 2017 - December 2017
	<b>External Lecturer</b> Department of Architecture, Design and Media Technology, Aalborg University Copenhagen (AAU)	March 2016 - July 2017
	<b>Machine Learning Adviser</b> Api Fortress	January 2016 - Ongoing
	<b>Assistant Professor</b> Department of Architecture, Design and Media Technology, Aalborg University Copenhagen (AAU)	April 2013 - February 2016
	<b>Research Assistant</b> Department of Architecture, Design and Media Technology, Aalborg University Copenhagen (AAU)	August 2012 - March 2013
	<b>Visiting Researcher</b> Multimedia and Vision Research Group, Queen Mary University Of London (QMUL)	September 2011 - January 2012
	<b>PhD student</b> Center for Computer Games Research, IT University of Copenhagen (ITU)	December 2008 - May 2012
	<b>Co-founder and CEO</b> <i>Digitalapes (Startup)</i>	June 2007 - November 2008
	<b>Research Assistant</b> Dipartimento di Matematica e Informatica, Università degli Studi di Udine (UNIUD)	June 2007 - December 2007
	<b>Software Developer</b> <i>Eurotech S.p.A.</i>	August 2006 - June 2007
EDUCATION	<b>Ph.D. in Artificial Intelligence</b> <ul style="list-style-type: none"><li>• Thesis Title: <i>Interactive Virtual Cinematography</i></li><li>• Adviser: Dr. Georgios Yannakakis</li><li>• Institute: <b>IT University Of Copenhagen</b>, Copenhagen, DK</li></ul>	August 2012
	<b>M.Sc. (cum Laude) in Information Technology</b> <ul style="list-style-type: none"><li>• Thesis Title: <i>GPU Based Gesture Recognition and Tracking for HCI</i></li><li>• Adviser: Dr. Roberto Ranon</li><li>• Institute: <b>Università degli Studi di Udine</b>, Udine, IT</li></ul>	April 2007

APPOINTMENTS AND AFFILIATIONS	<ul style="list-style-type: none"> <li>• Head of the ITU brAIIn lab 2023-</li> <li>• Co-head of the games study program at the ITU University Of Copenhagen 2019-2020</li> <li>• Member of the Games technical committee of the IEEE Computational Intelligence Society 2019-</li> <li>• Member and co-founder of the Augmented Cognition Laboratory 2013-2016</li> <li>• Member of the Creative Artificial Intelligence Lab</li> <li>• Member of the Center of Computer Games Research</li> <li>• Member of IEEE 2010-</li> </ul>
REFEREE SERVICE	<ul style="list-style-type: none"> <li>• <i>IEEE Conference on Computational Intelligence in Games</i></li> <li>• <i>European Conference on the Applications of Evolutionary Computation</i></li> <li>• <i>AAAI International Conference on AI and Interactive Digital Entertainment</i></li> <li>• <i>ACM Genetic and Evolutionary Computation Conference</i></li> <li>• <i>IEEE Transactions on Visualization and Computer Graphics</i></li> <li>• <i>IEEE Congress on Evolutionary Computation</i></li> <li>• <i>International Joint Conference on Neural Networks</i></li> <li>• <i>IEEE Transactions on Affective Computing</i></li> </ul>
CONFERENCE SERVICE	<ul style="list-style-type: none"> <li>• General chair of the IEEE Conference on Games. 2021</li> <li>• Proceedings chair of the European Conference on the Applications of Evolutionary Computation. 2016</li> <li>• Local chair of the European Event on Bio-Inspired Computation (Evostar). 2015</li> <li>• Chair of the EvoGames track of the European Conference on the Applications of Evolutionary Computation. 2013-2017</li> <li>• Proceedings chair of the IEEE Conference on Computational Intelligence and Games. 2014</li> <li>• Local team member in the 2010 IEEE Conference on Computational Intelligence and Games. 2010</li> </ul>
TEACHING AND SUPERVISION EXPERIENCE	<ul style="list-style-type: none"> <li>• MSc courses organised: Data-Driven Design and Development, Data-Mining, Modern Artificial Intelligence and Foundations of Game Artificial Intelligence</li> <li>• BSc courses organised: Complex Software Development, Computer Graphics</li> <li>• MSc thesis supervisions: 20+</li> <li>• BSc thesis supervisions: 30+</li> <li>• PhD supervisions: 6</li> </ul>
RESEARCH PROJECTS	<p><b>CREATE</b> - Eurostars Project 2022-2025</p> <ul style="list-style-type: none"> <li>• Funder: Danmarks Innovationsfonden</li> <li>• Budget: DKK 1 496 756</li> <li>• Partner</li> </ul> <p><b>Deep Visual Perception Learning</b> - PhD 2022-2025</p> <ul style="list-style-type: none"> <li>• Funder: Pioneer Centre for Artificial Intelligence</li> <li>• Budget: DKK 2 292 933</li> <li>• Principal Investigator</li> </ul> <p><b>APPLE: Adaptive Physical Procedural Learning Env.</b> - PhD 2022-2025</p> <ul style="list-style-type: none"> <li>• Funder: Digital Design Department, YOLI ApS and KMD A/S</li> <li>• Budget: DKK 1 799 000</li> <li>• Principal Investigator</li> </ul> <p><b>ALGO: Autonomous Live Game Operations</b> - Industrial PhD 2018-2022</p> <ul style="list-style-type: none"> <li>• Funder: Innovations Fonden and Tactile Games</li> <li>• Budget: DKK 1 154 000</li> <li>• Principal Investigator</li> </ul> <p><b>Augmented Cognition Laboratory</b> - Equipment Grant 2013</p> <ul style="list-style-type: none"> <li>• EEG/EMG/BCI Equipment</li> <li>• Funder: Obel Fund</li> <li>• Budget: DKK 331 975</li> <li>• Co-author of the application</li> </ul>

SELECTED  
PUBLICATIONS

- Chiara Gorlini, Laurits Dixen and Paolo Burelli. Investigating the Uncanny Valley Phenomenon Through the Temporal Dynamics of Neural Responses to Virtual Characters. In: *Proceedings of the IEEE Conference on Games*, Copenhagen 2023.
- Jeppe Theiss Kristensen, Arturo Valdivia and Paolo Burelli. Statistical Modelling of Level Difficulty in Puzzle Games. To be published in: *Proceedings of the IEEE Conference on Games*, 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: *User Modeling and User-Adapted Interaction*, 2020.
- Paolo Burelli. Predicting Customer Lifetime Value in Free-To-Play Games In: *Data Analytics Applications in Gaming and Entertainment* 2019. Taylor & Francis Group.
- Paolo Burelli and Georgios N. Yannakakis. Adaptive Virtual Camera Control Trough 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.