

# CURRICULUM VITÆ

## Personal data

**Name:** Gian-Piero

**Surname:** Favini

**Place of birth:** San Giovanni in Persiceto (BO), Italy

**Date of birth:** September 12, 1981

## Spoken Languages

Italian, English

## Current Affiliation

PhD student in Computer Science at the Department of Information Sciences of the University of Bologna, Italy

## Academic titles

Master's degree in Computer Science (Italian class LS23), obtained in 2006 at the University of Bologna with top grades. Thesis compiled in English and entitled "An artificial player for Kriegspiel". Thesis topics include Artificial Intelligence and Software Engineering.

Bachelor's degree in Computer Science (Italian class L26), obtained in 2003 at the University of Bologna with top grades. Thesis compiled in English and entitled "A Java interface for playing Kriegspiel". Thesis topics include Software Engineering and Man-machine Interaction.

## Scientific publications

P. Ciancarini, GP. Favini: *Representing Kriegspiel states with metapositions*, Proceedings of the Twentieth International Joint Conference on Artificial Intelligence (IJCAI-07), 2450-2455.

P. Ciancarini, GP. Favini: *A program to play Kriegspiel*, ICGA Journal, Vol. 30 No. 1 (2007), 3-24.

## Research Interests

The following topics within Artificial Intelligence:

- Machine learning
- Incomplete information games
- Opponent modeling
- Knowledge representation techniques
- Search heuristics

## Awards won

2007 International Computer Games Association Journal Award for the article *A program to play Kriegspiel*.

The Java artificial player for Kriegspiel (invisible chess) written as part of my Master thesis, Darkboard, participated in the Eleventh Computer Olympiads held in Turin,

May 24 – June 2, 2006. It won the gold medal in its category and the title of strongest Kriegspiel program in the world.