

**EUROPEAN  
CURRICULUM  
VITAE FORMAT**



**PERSONAL INFORMATION**

Name Ammannato Giulio

**WORK EXPERIENCE**

- Date 2022 - PRESENT
- Name and address of the employer Istituto dell'Approccio Centrato sulla Persona, Roma.
- Type of business or sector Psychotherapy Institute, Research Center
- Occupation or position held Staff Member
  - Main activities and responsibilities Group facilitation, student centered learning, European Research Projects, Emotional trauma Research
- Dates JANUARY 2021– PRESENT
- Name and address of the employer UnoBravo.com, online psychology services.
- Type of business or sector Clinical Psychology
- Occupation or position held Psychologist
  - Main activities and responsibilities Clinical psychology, counselling, individual therapy. Testing.
- Dates OCTBER 2020 – PRESENT
- Name and address of the employer Freelancer
- Type of business or sector Clinical Psychology
- Occupation or position held Psychologist
  - Main activities and responsibilities Clinical psychology, counselling, individual therapy. Testing.
- Dates OCTOBER 2020 – MAY 2021
- Name and address of the employer Università degli studi di Firenze, Dipartimento di Informatica, Statistica, Applicazioni “G. Parenti”, Viale Giovanni Battista Morgagni, 59, 50134 , Firenze
- Type of business or sector Academic
- Occupation or position held Research Grant, D.D. N. 10598/2020 del 27/10/2020. *Ricerca e data management su dati con struttura complessa (“Big Data”) relativi ad articoli di giornale di vari paesi europei* [Research and management on data with a complex structure (“Bid Data”) regarding European's newspapers articles]. The grant is part of the EU-FER project <https://eu-fer.com/>
  - Main activities and responsibilities Data scraping from raw text data (specifically:, LexisNexis newspapers). Management of a NoSQL database for storing textual data (specifically:

	<p>MongoDB).</p> <p>Creation of a software to automatically clean and store raw newspapers articles (language: Python).</p> <p>Creation of qualitative and quantitative indices.</p> <p>input preparation and development of deep learning networks, mainly using recurrent and convolutional layers, with the aim of classifying the sentiment (i.e. good/bad) conveyed by textual data (newspaper articles). In other words:</p> <p>Data augmentation and networks fine-tuning.</p> <p>Presentation of results.</p> <p>Data reporting.</p>
<ul style="list-style-type: none"> <li>• Dates</li> <li>• Name and address of the employer</li> <li>• Type of business or sector</li> <li>• Occupation or position held</li> <li>• Main activities and responsibilities</li> </ul>	<p>OCTOBER 2019 – OCTOBER 2020</p> <p>Università degli studi di Firenze, Dipartimento di Informatica, Statistica, Applicazioni “G. Parenti”, Viale Giovanni Battista Morgagni, 59, 50134 , Firenze</p> <p>Academic</p> <p>Research Grant, D.D. N. 8495/2019 del 01/08/2019. <i>Percezione dell’incertezza economica e fecondità: il ruolo dei media in Europa</i> [Perceptions of Economic Uncertainty and Fertility: The Role of Media in Europe]. The grant is part of the EU-FER project <a href="https://eu-fer.com/">https://eu-fer.com/</a></p> <p>Negotiation and purchase of textual data.</p> <p>Data scraping from raw text data (specifically:, LexisNexis newspapers).</p> <p>Creation and management of a NoSQL database for storing textual data (specifically: MongoDB).</p> <p>Creation of algorithms to obtain both quantitative and qualitative indices to extract information of text based data (language: Python).</p> <p>Specifically, data preparation (i.e. Natural Language Processing) and data selection for both quantitative and qualitative indices.</p> <p>Creation of the rule set for the labelling of textual data.</p> <p>input preparation and development of deep learning networks, mainly using recurrent and convolutional layers, with the aim of classifying the sentiment (i.e. good/bad) conveyed by textual data (newspaper articles). In other words:</p> <p>Text classification (i.e. sentiment analysis)</p> <p>Data augmentation and networks fine-tuning.</p> <p>Coordination, collaboration and tutoring of students</p>
<ul style="list-style-type: none"> <li>• Dates</li> <li>• Name and address of the employer</li> <li>• Type of business or sector</li> <li>• Occupation or position held</li> <li>• Main activities and responsibilities</li> </ul>	<p>JANUARY 2020-JANUARY 2022</p> <p><i>Casa Famiglia San Paolo. Family home for female adolescents.</i> Piazza San Domenico 15, 50014, Fiesole (FI), Italy</p> <p>Therapeutic Community</p> <p>Internship</p> <p>Psychological assessment, Clinical interviews, psychological support, psychotherapy, encounter groups, team work in a multidisciplinary group (nouns, educators, psychologists and social workers).</p>
<ul style="list-style-type: none"> <li>• Dates</li> <li>• Name and address of the employer</li> <li>• Type of business or sector</li> <li>• Occupation or position held</li> <li>• Main activities and responsibilities</li> </ul>	<p>OCTOBER 2018 – SEPTEMBER 2019</p> <p>Università degli studi di Firenze, Piazza San Marco 4, 50121, Firenze</p> <p>Academic</p> <p>Research Scholarship, D.D. N. 154096 (1283) del 01/10/2018. <i>L’orientamento nella progressione di carriera</i> [Orientation in career progression].</p> <p>Coordinating tutors’ activities and technical management of the online course “PF24” on Moodle.</p>

	<p>Maintenance and upgrades of the online application CorData (programming languages: Java, HTML5, JavaScript, CSS, MySQL). Application location: <a href="http://cordata.unifi.it/cordata/">http://cordata.unifi.it/cordata/</a>.  Testing deep learning models for innovative assessment techniques using Keras (programming languages: Python).  Trainer for the “Team Learning” university project.</p>
<ul style="list-style-type: none"> <li>• Dates</li> </ul>	DECEMBER 2018-DECEMBER 2019
<ul style="list-style-type: none"> <li>• Name and address of the employer</li> </ul>	<i>Servizio per le Dipendenze</i> [Service for addictions], piazza del Carmine 17, 50124, Firenze, Italy.
<ul style="list-style-type: none"> <li>• Type of business or sector</li> </ul>	Health and Social Services – Prison Department
<ul style="list-style-type: none"> <li>• Occupation or position held</li> </ul>	Internship
<ul style="list-style-type: none"> <li>• Main activities and responsibilities</li> </ul>	Clinical interviews with inmates, inmates psychological test administrations, inmates psychological support, team work in a multidisciplinary group (nurses, medics, psychiatrists, psychologists, social workers and educators).
<ul style="list-style-type: none"> <li>• Dates</li> </ul>	JULY 2017-OCTOBER 2018
<ul style="list-style-type: none"> <li>• Name and address of the employer</li> </ul>	Università degli studi di Firenze, Piazza San Marco 4, 50121, Firenze.
<ul style="list-style-type: none"> <li>• Type of business or sector</li> </ul>	Academic
<ul style="list-style-type: none"> <li>• Occupation or position held</li> </ul>	Research Scholarship, decreto rettorale N. 55587 (305), Anno 2017. <i>L'orientamento e la carriera degli studenti</i> [Students orientation and career].
<ul style="list-style-type: none"> <li>• Main activities and responsibilities</li> </ul>	Data analysis (SPSS, LibreOffice Calc). Full-stack development of CorData Application (programming languages: Java, HTML5, JavaScript, CSS, MySQL). Application location: <a href="http://cordata.unifi.it/cordata/">http://cordata.unifi.it/cordata/</a> . Trainer for the “Group Dynamics” university project.
<ul style="list-style-type: none"> <li>• Dates</li> </ul>	2017
<ul style="list-style-type: none"> <li>• Name and address of the employer</li> </ul>	Admission to <i>pre-incubatore universitario fiorentino</i> (IUF) (DD n. 76543 -5721) with the project – Developing a video game to assess Gambling Disorder – VEGAS. The prototype is now available for free here <a href="https://github.com/giulio-ammannato/gamified_cup_task">https://github.com/giulio-ammannato/gamified_cup_task</a> .
<ul style="list-style-type: none"> <li>• Type of business or sector</li> </ul>	University Spin Off, Gamification of psychometric measures.
<ul style="list-style-type: none"> <li>• Occupation or position held</li> </ul>	Developer and researcher.
<ul style="list-style-type: none"> <li>• Main activities and responsibilities</li> </ul>	Ideation and development of the first working prototype in Unity (programming language: C#).
<ul style="list-style-type: none"> <li>• Dates</li> </ul>	MARCH 2017-SEPTEMBER 2017
<ul style="list-style-type: none"> <li>• Name and address of the employer</li> </ul>	<i>Servizio per le Dipendenze</i> [Service for addictions], piazza del Carmine 17, 50124, Firenze, Italy
<ul style="list-style-type: none"> <li>• Type of business or sector</li> </ul>	Health and Social Services.
<ul style="list-style-type: none"> <li>• Occupation or position held</li> </ul>	Post-graduate internship.
<ul style="list-style-type: none"> <li>• Main activities and responsibilities</li> </ul>	data analysis, assessment of treatments efficacy, supervised clinical interviews, tests administration.
<ul style="list-style-type: none"> <li>• Dates</li> </ul>	2016-2017
<ul style="list-style-type: none"> <li>• Name and address of the</li> </ul>	Laboratorio di psicometria, Via di San Salvi 12 - Padiglione 26 50135,

employer	Firenze, Italy.
• Type of business or sector	Academic
• Occupation or position held	Post-graduate internship
• Main activities and responsibilities	Research methods, data analysis, research development, video game research, Construction and adaptation of psychological tests and evaluation of their psychometric properties.
<b>EDUCATION AND TRAINING</b>	
• Date	2018 - 2021
• Name and type of organization	Istituto dell'Approccio Centrato sulla Persona, Roma.
• Principal subjects	Person centered psychology, client centered psychotherapy, group facilitation, student centered learning.
• Dates	2010-2016
• Name and type of organization	Università degli studi di Firenze, Scuola di Psicologia.
• Principal subjects	Clinical, social and development Psychology, psychometrics, MATLAB.
• Title awarded	Master degree
• Thesis' title	Is it more important to win or to take part? A study on the interaction between result and aggression in competitive video-games.
• Level	110/110 e lode (Full marks with honors).
• Dates	2007-2010
• Name and type of organization	University of Huddersfield, Bsc (Hons) Computing (Games Programming).
• Principal subjects	Computer games programming with the following languages: C++, C#, Java, Assembly. Network security and packet analysis.
• Title awarded	Certificate of Higher Education (certHE).
• Dates	2001-2006
• Name and type of organization	Liceo Classico Galileo.
• Principal subjects	Latin, Greek, Philosophy, History, Italian, Mathematics, Physics, Science.
• Title awarded	Diploma Classico.
<b>PUBLICATIONS</b>	<p>Ammannato, G., &amp; Chiesi, F. (2023, September). Game Over, Trauma! Empowering Trauma Healing Through Gaming. <i>In International Conference on Extended Reality</i> (pp. 454-465). Cham: Springer Nature Switzerland.</p> <p>Ammannato, G., &amp; Chiesi, F. (2020). Playing With Networks: Using Video Games as a Psychological Assessment Tool. <i>European Journal of Psychological Assessment</i>, 36(6), 973-980. <a href="https://doi.org/10.1027/1015-5759/a000608">https://doi.org/10.1027/1015-5759/a000608</a>.</p> <p>Donati, M. A., Chiesi, F., Ammannato, G. &amp; Primi, C. (2015). Versatility and addiction in gaming: the number of video-game genres played is associated with pathological gaming in male adolescents. <i>Cyberpsychology, Behavior, and Social Networking</i>, 18(2), 129-132. <a href="https://doi.org/10.1089/cyber.2014.0342">https://doi.org/10.1089/cyber.2014.0342</a>.</p>
<b>DIGITAL WORKS</b>	Ammannato, G. (2020). Gamified version of the cup task.

	<a href="https://github.com/giulio-ammannato/gamified_cup_task">https://github.com/giulio-ammannato/gamified_cup_task</a> . <a href="https://doi.org/10.5281/ZENODO.4384135">https://doi.org/10.5281/ZENODO.4384135</a> .
<b>MOTHER TONGUE</b>	Italian
<b>OTHER LANGUAGES</b>	English
• Reading Skills	Excellent
• Writing Skills	Excellent
• Verbal skills	Excellent
• Certificate	TOEFL (IBT), total score: 109
<b>SOCIAL SKILLS AND COMPETENCES</b>	Team player, former rugby player. Experience in working in a multicultural environment as a group (Erasmus project and University of Huddersfield). Experiences with group dynamics (T-Group, sensitization to group dynamics, encounter groups).
<b>ORGANIZATIONAL SKILLS AND COMPETENCES</b>	Management of public relations with companies for the development of research projects. Organization and coordination of the research group during data collection. Ideation and development of research projects with a strong focus on methodology.
<b>TECHNICAL SKILLS AND COMPETENCES</b>	Data analysis with SPSS and IRTPro. Expertise with LibreOffice and proficiency with Office. Proficiency with 2D game development in Unity (C#). Proficiency with other programming languages (Java, C++, JavaScript, Python, MySQL, HTML5, CSS). Proficiency with Keras.
<b>CERTIFICATES</b>	<p><i>Deep Learning Specialization</i>. <a href="https://www.coursera.org/specializations/deep-learning">https://www.coursera.org/specializations/deep-learning</a>.</p> <p>European online course on best practices in the treatment of traumatized people. <i>CarePath: Trauma-informed leaving care support empowering public authorities and professional</i>. <a href="https://carepath-project.eu/site/">https://carepath-project.eu/site/</a>.</p> <p>Course on advanced psychological tests development. <i>I modelli dell'Item Response Theory (IRT)</i>. Università degli Studi di Firenze, School of NEUROFARBA.</p>
<b>MEMBERSHIP TO PROFESSIONAL ORDERS</b>	<p>Ordine degli Psicologi della Toscana [Order of psychologist of Tuscany]. Membership number: 8559.  <a href="https://www.ordinepsicologitoscana.it/psicologi/8559/AMMANNATO-GIULIO">https://www.ordinepsicologitoscana.it/psicologi/8559/AMMANNATO-GIULIO</a></p>
<b>OTHER MEMBERSHIPS</b>	Member of the Italian Person Centred Approach Coalition
<b>PUBLIC ENGAGEMENT</b>	<p>26/03/2024. University of Zagreb. Presentation for the COPE project: “<i>COPE Project Expert’s Questionnaire Preliminary Results</i>”</p> <p>12/11/2023 XIV National ACP Congress. Presentation: “<i>Artificial Intelligence, Ethics and Trauma.Possible contributions of the Person Centered Approach</i>”</p> <p>01/09/2023. University of Turin. Lecture titled “<i>Artificial Intelligence, Ethics, Trauma and Video Games. Possible contributions of Psychology</i>”</p> <p>29/11/2022. ACP blog. Person Centered Videogames. A possible tool to inform about the Person Centered Approach and to promote wellbeing. Available <a href="#">here</a> (ita).</p> <p>14/10/2022. XII National ACP Conference. Presentation: <i>Person Centered Videogames: an additional tool to cope with the present emergencies</i>.</p> <p>3/3/2021. Open Day Istituto dell’Approccio Centrato sulla Persona. Person Centered Approach: Personality theory and the seven stages of process. Theory, examples and experience.</p> <p>7/12/2020. Presentation for the Unit of Population Studies. <i>Person Centered Approach. Theory of Personality and process of change. Constructs, experience and possible links with Demography</i>.</p>

## HOBBIES AND INTERESTS

2018. Contribution to the Fair Play Alliance (<http://www.fairplayalliance.org/>) with a white paper. *Competitive Online Video Games and Aggression: two levels at play*.

November 2016. Presentation for the Soroptimist Club, Florence. *App Discriminante App Raccapricciante. Breve Storia Ragionata dei Videogiochi*. [brief reasoned history on video games].

Music, Cooking, Parkour, Hiking, Skydiving, Gaming, Gardening, Travelling.

