
VITO GENTILE, PH. D.

COMPUTER ENGINEER

RESEARCH FELLOW

WEB WRITER

CONTACT INFO



vito.gentile@unipa.it



HOME

Via Augusto Elia, 30
90127 – Palermo
Italy (IT)

WORK

CHILab (ex-DINFO)
Viale delle Scienze, ed. 6 (3° piano)
90128 – Palermo
Italy (IT)

+39 327 36 22 472

<http://vitogentile.it>

DOB

10 March 1989, Italian

SUMMARY

Vito Gentile is research fellow at the University of Palermo, Italy. He is also a computer engineer, a software developer and a web writer. Vito received his Ph. D. in 2017 at the University of Palermo, defending a thesis title “Designing Touchless Gestural Interfaces for Public Displays”. Previously, he received his Bachelor’s degree in Computer Engineering in July 2011 discussing a thesis regarding a video surveillance system based on Android and Linux. Two years later, he received the Master’s degree in Computer Engineering discussing a thesis regarding a hand pose recognition system, based on a neural network, using Microsoft Kinect (and the related Microsoft SDK, using C#).

Currently he is research fellow at the Digital and Industrial Innovation Department (Dipartimento dell’Innovazione Industriale e Digitale, DIID) at the University of Palermo. His research interests include human-computer interaction and ubiquitous computing, with a special focus on touchless gestural interaction design and pervasive displays applications.

Vito is also an adjunct lecturer at the University of Palermo, teaching Computer Science Fundamentals for Environmental Engineering.

During his doctoral studies, Vito has been a Visiting Research Student at the Brunel University London, and he had the opportunity of attending several international scientific conferences, where he has presented some of his research highlights.

Vito has had professional and research collaborations as a freelance and with several companies (InformAmuse, EidosMedia, Aldebran), mainly in the area of mobile computing and web programming.

Vito is also an accomplished web writer, and he is currently editor for HTML.it, an Italian webzine focusing on many aspects of IT. He manages the Linux, Mobile, Security, Server and Databases sections, reviewing articles by several authors and planning topics and contents.

ACADEMIC EXPERIENCE & EDUCATION

Adjunct Lecturer

*Dipartimento di Ingegneria Civile, Ambientale, Aerospaziale, dei Materiali (DICAM)
Università degli Studi di Palermo
Oct 2017 – Sep 2018 (expected)*

Adjunct Professor of Computer Science Fundamentals for Environmental Engineering, teaching basic concepts of informatics, as well as Microsoft Excel basics and Python software development.

Research Fellow

*Dipartimento dell'Innovazione Industriale e Digitale (DIID)
Università degli Studi di Palermo
Feb 2017 – Feb 2018 (expected)*

Research for designing innovative solutions for the development of touchless and multimodal interfaces, aimed at the fruition of cultural heritage artifacts.

Ph.D. Student in Technological Innovation Engineering, Computer Engineering area

*Dipartimento dell'Innovazione Industriale e Digitale (DIID)
formerly known as Dipartimento di Ingegneria Chimica, Gestionale, Informatica e Meccanica (DICGIM)
Università degli Studi di Palermo
Jan 2014 – Feb 2017*

Research topics include human-computer interaction and ubiquitous computing, with a special focus on the design of touchless gestural interfaces for public displays.

Visiting Research Student

*Department of Computer Science
Brunel University – London
Sep 2014 – Aug 2015*

Main research topic is about design gestural interfaces for pervasive displays, with focus on the user-centered design methodologies and in-the-wild analysis.

Master's Degree in Computer Engineering

*Università degli Studi di Palermo
Oct 2011 – Jul 2013*

Graduated with honors (110/110 cum laude) discussing a thesis regarding hand pose recognition system based on a neural network, using Microsoft Kinect (and the related Microsoft SDK, using C#), directed by Prof. Gentile and Dr. Sorce.

Main engaged topics: artificial intelligence, robotics, web systems and architectures, computer architectures, image processing, LISP, MATLAB, network security.

Bachelor's Degree in Computer Engineering

*Università degli Studi di Palermo
Oct 2008 – Jul 2011*

Graduated with honors (110/110 cum laude) discussing a thesis regarding the implementation of a video-surveillance system based on Android and Linux, directed by Dr. Vassallo.

Main engaged topics: physics, math, programming basics, algorithms, Java, C, C++, shell scripting, databases and SQL, operating systems, computer networks.

PROFESSIONAL SERVICES

Program Committee

- ICSC 2018
- CHIItaly 2017
- AVI 2016

Conference Reviewing

- CHIItaly 2017
- VL/HCC 2017
- AVI 2016
- PerDis 2017
- CHIItaly 2015

Journal Reviewing

- Intl. Journal of Human-Computer Studies, Elsevier
- Journal of Sensors, Hindawi

WORK EXPERIENCE

Editor & Web Writer at HTML.it*Apr 2011 – Present*

Writing articles mainly about GNU/Linux systems and open source solutions and applications. Other topics are occasionally about Mobile developing, or blog posts on Edit.HTML.it.

Weekly contribute to find and publish interesting JavaScript code snippets and libraries..

From June 2014, he's also an editor of sections about Linux, Mobile, Server and Databases.

All Vito's contributions are available at www.html.it/autore/vgentile.

Tester & Developer at InformAmuse S.r.l.*Oct 2013 – Aug 2014*

Participation to the development of a web platform intended to provide an easy way to create and customize ebooks, for digital publishers. In addition, he also cooperates with the whole team in order to test the entire platform.

Main technologies, issues and engaged topics:

- JavaScript, jQuery and some other JS libraries for developing HTML-based editors (as CKEditor)
- Databases (mainly MySQL)
- ASP.NET, C# and Microsoft Visual Studio
- Team Working, Reverse Engineering, Problem Solving
- Bug Fixing and Troubleshooting

Android Developer at InformAmuse S.r.l.**Consultant in Android Developing at EidosMedia***Sep 2011 – Dec 2011*

Participated to the development of a newsreader for Android, compliant with the existing software version for the iOS platform.

Java Developer (internship) at SIA (Servizi Informativi di Ateneo)**Università degli Studi di Palermo***Jan 2011 – Feb 2011*

Developed dynamic pages (using JSP and Hibernate technologies) for both the student and the backoffice web portals, part of the official website of the University of Palermo (www.unipa.it).

PROJECTS & OTHER EXPERIENCES

Teaching assistant (*cultura della materia*)*Università degli Studi di Palermo**Jun 2017 – Present*

Teaching assistance for the courses “Computer Science for the History of Arts” and “Computer Architectures”, at the University of Palermo

Google Summer of Code 2016

May 2016 – Aug 2016

I have been a mentor for the Italian Mars Society (IMS) and Python Software Foundation (PSF) during the Google Summer of Code 2016. I have supervised students in working on their projects on the development of a touchless interactive virtual environment, using the Python programming language.

Google Summer of Code 2015

May 2015 – Aug 2015

I have been awarded by Google, having been accepted as a student for the Google Summer of Code 2015. I have been mentored by the Italian Mars Society (IMS) and the Python Software Foundation (PSF) in order to improve the then available immersive virtual reality simulation of the ERAS Station (V-ERAS). The goal was to allow users to interact with a simulated Martian environment using the Aldebran VSS Motivity, Oculus Rift and Microsoft Kinect. However, the integration of the latter technology was incomplete, so my project consisted in the enhancement of it in order to port the C# code to Python, increase the manageability of multiple Kinects, improve user navigation to better reproduce users' movements in real time and to integrate touch-less gestural interaction support.

InEmbryo

Apr 2014 – Dic 2014

Web application design (both in terms of architecture and user interface), requirement analysis and prototype development of InEmbryo, a web platform born as a tool for innovators and start-ups. By means of InEmbryo, users can share their ideas, skills and knowledge, in order to help each other in their business development.

V-ERAS

Dic 2014

V-ERAS was a project by the Italian Mars Society, aimed at simulating a virtual Mars base to develop a concept for an European Mars Analog Station (ERAS). V-ERAS was the first step towards the development of an actual Mars Analog Research Station, similar to the MDRS built and managed by the American Mars Society.

I was selected for being part of the first V-ERAS crew as Crew Engineer. The simulation took place from December 7th to 14th 2014, with goals like hypogravity simulation (by the integration of several technologies, like Microsoft Kinect, Oculus Rift and Aldebran MotiGravity) and improving the design of the station, by editing project details directly in the virtual reality environment. I contributed mainly in the Kinect integration with the whole system.

ADDITIONAL INFORMATION

Languages:


Italian (native proficiency), English (professional proficiency)

Personal Interests: Music (saxophone), sea kayak, new computer technologies

LINKS



<http://www.linkedin.com/in/vitogentile/en> 

<http://www.linkedin.com/in/vitogentile/it> 



stackoverflow

<http://stackoverflow.com/users/738017/vito-gentile>



HTML.it

<http://www.html.it/autore/vgentile>



<https://scholar.google.it/citations?user=Khu3TOcAAAAJ>



<https://publons.com/author/1270572/vito-gentile>

PUBLICATIONS

2017

Fabrizio Milazzo, Vito Gentile, Antonio Gentile, Salvatore Sorce. "KIND-DAMA, a Modular Middleware for Kinect-like Data Management", accepted for publication in: *Software: Practice and Experience*, Wiley & sons Ltd.

DOI: 10.1002/spe.2521

Salvatore Sorce, Vito Gentile, Cristina Enea, Antonio Gentile, Alessio Malizia and Fabrizio Milazzo, "A Touchless Gestural System for Extended Information Access Within a Campus", *In Proceedings of the 2017 ACM Annual Conference on SIGUCCS*, ACM, New York, NY, USA, pp. 37–43, 2017.

DOI: 10.1145/3123458.3123459

Fabrizio Milazzo, Agnese Augello, Giovanni Pilato, Vito Gentile, Antonio Gentile, Salvatore Sorce. "Exploiting Correlation between Body Gestures and Spoken Sentences for Real-time Emotion Recognition", *In Proceedings of the 12th biannual Conference of the Italian SIGCHI Chapter (CHIItaly '17)*, ACM, 2017.

DOI: 10.1145/3125571.3125590

Vito Gentile, Fabrizio Milazzo, Salvatore Sorce, Antonio Gentile, Agnese Augello and Giovanni Pilato, "Body Gestures and Spoken Sentences: A Novel Approach for Revealing User's Emotions", *In 2017 IEEE 11th Intl. Conference on Semantic Computing (ICSC)*, pp. 69-72, 2017.

DOI: 10.1109/ICSC.2017.14

Vito Gentile, "Designing Touchless Gestural Interfaces for Public Displays", PhD thesis, Università degli Studi di Palermo, 2017

Salvatore Sorce, Stefano Ruggieri, Vito Gentile, Antonio Gentile and Alessio Malizia, "Human-to-Human Interaction: the Killer Application of Ubiquitous Computing", *In Proceedings of the 19th International Conference on Human-Computer Interaction (HCI International 2017)*, 2017.

DOI: 10.1007/978-3-319-58071-5_7

Fabrizio Milazzo, Vito Gentile, Salvatore Sorce, Giuseppe Vitello and Antonio Gentile, "A Modular Middleware for Gestural Data and Devices Management", *In Journal of Sensors*, 2017.

DOI: 10.1155/2017/9196070

Fabrizio Milazzo, Vito Gentile, Salvatore Sorce and Antonio Gentile, "Real-time Body Gestures Recognition using Training Set Constrained Reduction", *In Proceedings of the 11th International Conference on Complex, Intelligent and Software Intensive System (CISIS 2017)*, 2017.

DOI: 10.1007/978-3-319-61566-0_21

Marcello Giardina, Salvatore Tramonte, Vito Gentile, Samuele Vinanzi, Antonio Chella, Salvatore Sorce and Rosario Sorbello, "Conveying Audience Emotions through Humanoid Robot Gestures to an Orchestra during a Live Musical Exhibition", *In Proceedings of the 11th International Conference on Complex, Intelligent and Software Intensive System (CISIS 2017)*, 2017.

DOI: 10.1007/978-3-319-61566-0_24

Vito Gentile and Vasiliki Mylonopoulou, "Exploiting Social Comparison using Pervasive Displays and Mobile Notifications for Reducing Energy Consumption", *In Proceedings of The 6th ACM International Symposium on Pervasive Displays*, ACM, 2017.

DOI: 10.1145/3078810.3084350

Vito Gentile, Mohamed Khamis, Salvatore Sorce and Florian Alt, "They are looking at me! Understanding how Audience Presence Impacts on Public Display Users", *In Proceedings of The 6th ACM International Symposium on Pervasive Displays*, ACM, 2017.

DOI: 10.1145/3078810.3078822

Vito Gentile, Salvatore Sorce, Alessio Malizia, Fabrizio Milazzo and Antonio Gentile, "Investigating Avatar Influence on Perceived Cognitive Load and Bimanual Interactions with Touchless Interfaces", *In Proceedings of The 6th ACM International Symposium on Pervasive Displays*, ACM, 2017.

DOI: 10.1145/3078810.3078831

2016

Vito Gentile, Salvatore Sorce, Alessio Malizia and Antonio Gentile, "Gesture recognition using low-cost devices: Techniques, applications, perspectives [Riconoscimento di gesti mediante dispositivi a basso costo: Tecniche, applicazioni, prospettive]", *AICA - Associazione Italiana per l'Informatica ed il Calcolo Automatico*, 2016

Vito Gentile, Salvatore Sorce, Giuseppe Russo, Dario Pirrone and Antonio Gentile, "A Multimodal Fruition Model for Graphical Contents in Ancient Books", *In Proceedings of the 17th International Conference on Computer Systems and Technologies 2016*, ACM, New York, NY, USA, pp. 65–72, 2016.

DOI: 10.1145/2983468.2983477

Vito Gentile, Salvatore Sorce, Alessio Malizia, Dario Pirrello and Antonio Gentile, "Touchless Interfaces For Public Displays: Can We Deliver Interface Designers From Introducing Artificial Push Button Gestures?", *In Proceedings of the International Working Conference on Advanced Visual Interfaces*, ACM, New York, NY, USA, pp. 40–43, 2016.

DOI: 10.1145/2909132.2909282

2015

Salvatore Sorce, Alessio Malizia, Vito Gentile and Antonio Gentile, "Touchless Gestural Interfaces for Networked Public Displays: Overcoming Interaction Blindness and Performing Evaluations In-the-wild", *In Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers*, ACM, New York, NY, USA, pp. 789–790, 2015.

DOI: 10.1145/2800835.2807958

Vito Gentile, Alessio Malizia, Salvatore Sorce and Antonio Gentile, "Designing Touchless Gestural Interactions for Public Displays In-the-Wild", Springer International Publishing, pp. 24–34, 2015.

DOI: 10.1007/978-3-319-20916-6_3

2014

Alessandro Bruno, Paolino Carminetti, Vito Gentile, Marco La Cascia and Emanuele Mancino, "Palmprint principal lines extraction", *In IEEE Workshop on Biometric Measurements and Systems for Security and Medical Applications (BIOMS)*, pp. 50-56, 2014.
DOI: 10.1109/BIOMS.2014.6951535

Vito Gentile, Salvatore Sorce and Antonio Gentile, "Continuous Hand Openness Detection Using a Kinect-Like Device", *In 2014 Eighth International Conference on Complex, Intelligent and Software Intensive Systems*, pp. 553-557, 2014.
DOI: 10.1109/CISIS.2014.80

2013

Salvatore Sorce, Vito Gentile and Antonio Gentile, "Real-Time Hand Pose Recognition Based on a Neural Network Using Microsoft Kinect", *In 2013 8th Intl. Conference on Broadband and Wireless Computing, Communication and Applications*, pp. 344-350, 2013.
DOI: 10.1109/BWCCA.2013.60