

# Mirko Gelsomini

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## Current Position

### PostDoc in Information Technology

POLITECNICO DI MILANO

- Empowering Interactive Technologies for Children with Neuro-Developmental Disorder and their Caregivers

2018 - Today

Milan (ITA)

### Councilor in Innovation and Social Policies

MUNICIPALITY OF CORNAREDO, METROPOLITAN CITY OF MILAN

- Development of regulations to encourage Disability Awareness

2015 - Today

Milan (ITA)

## Education

### Master in Business and Strategic Management

HARVARD UNIVERSITY

- Extensive Studies in: Innovation, Entrepreneurship, and Business Transformation; Marketing Management; Mergers, Acquisitions, and Restructurings; Negotiation and Organizational Conflict Resolution; Strategic Management

2016 - 2017

Cambridge (MA, USA)

### PhD in Information Technology

POLITECNICO DI MILANO, MASSACHUSETTS INSTITUTE OF TECHNOLOGY

- Graduation Grade: Laude (< 10%) - Diploma Supplement available upon request
- Thesis: Designing, developing and evaluating innovative interactive technologies for Children with Neuro-Developmental Disorders
- Main interests: motion-based activities, robotics, virtual reality, multisensory environments

2014 - 2017

Milan (ITA), Cambridge (MA, USA)

### M.Sc. in Engineering of Computing Systems - Track: HCI

POLITECNICO DI MILANO, GEORGIA INSTITUTE OF TECHNOLOGY

- Graduation Grade: 110/110 summa cum laude - Transcript available upon request
- Thesis: Designing, developing and evaluating touch-less motion based games for educational and therapeutic purposes.

2012 - 2013

Milan (ITA), Atlanta (GA, USA)

### B.Sc. in Engineering of Computing Systems - Track: Software Engineering

POLITECNICO DI MILANO

2008 - 2011

Milan (ITA)

## Honors & Awards

2018	<b>Winner</b> , Polisocial Award: "Multisensory Environments for Inclusion"	Politecnico di Milano (ITA)
2017	<b>Winner</b> , Award: "La Torretta"	Banca di Credito Cooperativo (ITA)
2017	<b>Best Video</b> , "Engaging Children as Storytellers: Backchanneling Models for Robots"	Human Robot Interaction Conf. (AUT)
2016	<b>Best Paper</b> , "Attentive Robot Listener Engages Children in Language Learning"	NewFriends Conference (ESP)
2016	<b>Winner</b> , Microsoft Student Research Competition	Assets Conference (USA)
2016	<b>Winner</b> , IBM Award: "Socially Assistive Cognitive Robotics for the Elderly"	Prof. Garzotto - Politecnico di Milano (ITA)
2016	<b>Best Paper</b> , "A huggable, mobile robot for developmental disorders"	Roman Conference (USA)
2016	<b>Finalist</b> , EIT Innovators Award	Eur. Inst. of Innovation and Tech. (HUN)
2016	<b>Winner</b> , Roberto Rocca Fellowship	Massachusetts Institute of Technology (USA)
2014	<b>Winner</b> , Polisocial Award: "Kinect Robot Interaction for Children with ASD"	Politecnico di Milano (ITA)
2014	<b>Best Paper</b> , "Motion-based Touchless Interaction for ASD Children"	AVI Conference (ITA)
2013	<b>Winner</b> , Scholarship for Outstanding Master Thesis	Georgia Institute of Technology (USA)
2013	<b>Winner</b> , Scholarship for Merit	Politecnico di Milano (ITA)
2013	<b>Winner</b> , Contest: "Westmar"	Westmar Student Lofts (USA)
2012	<b>Winner</b> , Scholarship for Merit	Politecnico di Milano (ITA)
2010	<b>Winner</b> , GreenLife Ecologic Portal	Chamber of Commerce (ITA)
2009	<b>Winner</b> , Carta Regionale dei Servizi	Lombardy Region (ITA)
03-07	<b>Winner</b> , 4 Scholarships for Merit	Municipality of Cornaredo, Milan (ITA)

## Projects

**30+ Projects Portfolio** Available upon request, for a short description visit [mirko.gelsomini.info](http://mirko.gelsomini.info)

## References

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**5 References** Available upon request, from Gregory Abowd, Andrea Bonarini, Cynthia Breazeal, Franca Garzotto, Paolo Paolini

## Languages

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**Italian:** Native Language    **English:** Advanced (C2 - C.E.F.) - 2016

## Publications (More on Google Scholar)

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<b>Puffy – an Inflatable Robotic Companion for Pre-schoolers</b>	ROMAN
WRITTEN WITH MARZIA DEGIORGI, FRANCA GARZOTTO, GIULIA LEONARDI, SIMONE PENATI, NOËLIE RAMUZAT, ET AL.	2017
<b>Exploring Engagement with Robots among Persons with Neurodevelopmental Disorders</b>	ROMAN
WRITTEN WITH ELEONORA AIDA BECCALUVA, ANDREA BONARINI, ROBERTO CERABOLINI, FRANCESCO CLASADONTE ET AL.	2017
<b>WAYZ : a co-designed touch-ready game for children with special needs to improve visual perception skills</b>	UsARE
WRITTEN WITH ALEXIS ROUGNANT AND FRANCA GARZOTTO	2017
<b>Magic Room: A Smart Space for Children with Neurodevelopmental Disorder</b>	Journal
WRITTEN WITH FRANCA GARZOTTO	2017
<b>XOOM: An End-User Development Tool for Web-based Wearable Immersive Virtual Tours</b>	ICWE
WRITTEN WITH FRANCA GARZOTTO, NICOLÒ MESSINA, VITO MATARAZZO AND DANIELE OCCHIUTO	2017
<b>Puffy: a Mobile Inflatable Interactive Companion for Children with Neurodevelopmental Disorder</b>	INTERACT
WRITTEN WITH FRANCA GARZOTTO, YOSUKE KINOE, AND FRANCESCO CLASADONTE	2017
<b>Wearable Immersive Virtual Reality for Children with Disability: a Case Study.</b>	IDC
WRITTEN WITH FRANCA GARZOTTO, VITO MATARAZZO, NICOLÒ MESSINA AND DANIELE OCCHIUTO	2017
<b>Creating Social Stories as Wearable Hyper-Immersive Virtual Reality Experiences for Children with NDD</b>	IDC
WRITTEN WITH FRANCA GARZOTTO, VITO MATARAZZO, NICOLÒ MESSINA AND DANIELE OCCHIUTO	2017
<b>Contingent Backchannel Feedback Affects Children’s Storytelling Behavior Towards Social Robots</b>	ICRA
WRITTEN WITH HAE WON PARK, JIN JOO LEE AND CYNTHIA BREAZEAL	2017
<b>Polipo – a Tangible Toy for Children with Neurodevelopmental Disorders</b>	TEI
WRITTEN WITH VICTORIA TAM AND FRANCA GARZOTTO	2017
<b>Attentive Robot Listener Engages Children in Language Learning</b>	NEWFRIENDS
WRITTEN WITH HAE WON PARK, JIN JOO LEE AND CYNTHIA BREAZEAL	2016
<b>An Affordable Virtual Reality Learning Framework for Children with Neurodevelopmental Disorder</b>	ASSETS
MICROSOFT STUDENT RESEARCH COMPETITION WINNER: MIRKO GELSOMINI	2016
<b>Playful interaction with Teo, a Mobile Robot for Children with Neurodevelopmental Disorders</b>	DSAI
WRITTEN WITH ANDREA BONARINI, FRANCESCO CLASADONTE, FRANCA GARZOTTO AND MAXIMILIANO ROMERO	2016
<b>A huggable, mobile robot for developmental disorder interventions in a multi-modal interaction space</b>	ROMAN
WRITTEN WITH ANDREA BONARINI, FRANCESCO CLASADONTE, FRANCA GARZOTTO AND MAXIMILIANO ROMERO	2016
<b>A Smart Dolphin for Children with Neurodevelopmental Disorders</b>	ROMAN
WRITTEN WITH FRANCA GARZOTTO, CARLO RIVA, RICHARD GRIFFIOEN AND MARCEL CLERX	2016
<b>Wildcard: A Wearable Virtual Reality Storytelling Tool for Children with Intellectual Developmental Disability</b>	EMBC
WRITTEN WITH FRANCA GARZOTTO, DANIELE MONTESANO, DANIELE OCCHIUTO	2016
<b>Using Brain Signals in Adaptive Smart Spaces for Disabled Children</b>	CHI
WRITTEN WITH FRANCA GARZOTTO, ALESSANDRO PAPPALARDO, CLAUDIO SANNA, ET AL.	2016
<b>Wearable Immersive Storytelling for Disabled Children</b>	AVI
WRITTEN WITH FRANCA GARZOTTO, FRANCESCO CLASADONTE, DANIELE MONTESANO AND DANIELE OCCHIUTO	2016
<b>Dolphin Sam: A Smart Pet for Children with Intellectual Disability</b>	AVI
WRITTEN WITH SIMONE COLOMBO, FRANCA GARZOTTO, MATTIA MELLI	2016
<b>Designing motion-based activities to engage students with autism in classroom settings</b>	IDC
WRITTEN WITH ARPITA BHATTACHARYA, GREGORY D. ABOWD, ET AL.	2015
<b>Integrating Virtual Worlds and Mobile Robots in game based treatment for autistic children</b>	Book
WRITTEN WITH FRANCA GARZOTTO	2015
<b>Playful Learning in Smart Spaces for Children with Intellectual Disability</b>	CHIItaly
WRITTEN WITH FRANCA GARZOTTO	2015

<b>Playful Supervised Smart Spaces (P3S): A framework for designing, implementing and deploying multisensory play experiences for children with special needs</b>	EUROMICRO DSD-SEAA
WRITTEN WITH GIOVANNI AGOSTA, WILLIAM FORNACIARI, FRANCA GARZOTTO, ET AL.	2015
<b>Blending robots and full-body interaction with large screens for children with intellectual disability</b>	IDC
WRITTEN WITH ANDREA BONARINI, FRANCESCO CLASADONTE, FRANCA GARZOTTO	2015
<b>Motion-based touchless interaction for ASD children: a case study</b>	AVI
WRITTEN WITH FRANCA GARZOTTO, LUIGI OLIVETO, AND MATTEO VALORIANI	2014
<b>Combining Touchless Interfaces, Robots, and Storytelling for ASD Children</b>	CHI
WRITTEN WITH ANDREA BONARINI AND FRANCA GARZOTTO	2014
<b>Designing and evaluating touchless playful interaction for ASD children</b>	IDC
WRITTEN WITH LAURA BARTOLI, FRANCA GARZOTTO, LUIGI OLIVETO, ET AL.	2014
<b>From desktop to touchless interfaces: a model based approach</b>	AVI
WRITTEN WITH FRANCA GARZOTTO, ROBERTO MANGANO, LUIGI OLIVETO, ET AL.	2014
<b>Integrating human-robot and motion-based touchless interaction for children with intellectual disability</b>	AVI
WRITTEN WITH ANDREA BONARINI, FRANCA GARZOTTO AND MATTEO VALORIANI	2014

## Certifications

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<b>Ielts - English Certificate</b>	2016
GRADE: C2 (FROM THE COMMON EUROPEAN FRAMEWORK OF REFERENCE FOR LANGUAGES)	Boston, USA
<b>Emergency Technician</b>	2016
IN EMERGENCY SITUATIONS REGARDING MEDICAL ISSUES, TRAUMATIC INJURIES AND ACCIDENT SCENES	Croce Verde, Milan, ITA
<b>Adobe Creative Suite</b>	2011 and 2014
PHOTOSHOP, ILLUSTRATOR, FIREWORKS, DREAMWEAVER, INDESIGN, AFTER EFFECTS	Espero, Milan, ITA
<b>IOS Developer</b>	2012
OBJECTIVE-C	Espero, Milan, ITA
<b>A.C. Milan Security</b>	2009
LEGAL, PUBLIC ORDER, HEALTH, FIRE FIGHT, SOCIAL AND PSYCHOLOGICAL BEHAVIOR ASSISTANCE	Milan, ITA
<b>3D Studio Max, Maya, Cinema 4D</b>	2008
MODELING, LIGHTING AND RENDERING	Politecnico Milano, ITA
<b>European Computer Driving Licence (ECDL)</b>	2006
BASICS OF OFFICE SUITE PRODUCTS (WORD, EXCEL, POWERPOINT, ACCESS, OUTLOOK) + WINDOWS O.S.	Milan, ITA

## Programming Skills

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### ★★★ Proficient

<b>WEB</b>	HTML5, CSS3, JavaScript, Php, JQuery, Wordpres
<b>NATIVE &amp; Frameworks</b>	C#, Python, Arduino, ROS
<b>API &amp; SDK</b>	Google, Youtube, Microsoft Kinect
<b>OS &amp; SOFTWARES</b>	Windows OS, MS Office, Adobe After Effects, Adobe Fireworks

### ★★☆ Skilled

<b>WEB</b>	Sql, Joomla
<b>NATIVE &amp; Frameworks</b>	C++, Java, Node Webkit, OpenSmile
<b>API &amp; SDK</b>	Facebook, Twitter, Phoneygap, Dropbox
<b>OS &amp; SOFTWARES</b>	Linux, Unity, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Blender, Sketchup

### ★☆☆ Work in progress

<b>WEB</b>	AngularJS, NodeJS
<b>NATIVE &amp; Frameworks</b>	Android, Objective C, C
<b>API &amp; SDK</b>	LinkedIn, IBM Watson
<b>OS &amp; SOFTWARES</b>	Apple OS, Cinema 4D, 3D Studio Max, Maya