



Europass Curriculum Vitae

PERSONAL INFORMATION

Name / Surname Cristian Daniele

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Nationality Italian

Date of birth 04/11/1994

Gender Male

EDUCATION AND TRAINING

2018 - 2020 Master's degree in Computer Science with honours

At University of Catania - DMI (Department of Mathematics and Informatics)

Curriculum Network and Cyber Security

Thesis A Verifiable delay function implementation

2015 - 2018 Degree in Computer Science with honours

At University of Catania - DMI (Department of Mathematics and Informatics)

Thesis Unity tool (written in C#) for editing and analysis of polynomial meshes.

WORK EXPERIENCE

07/09/2020 - 11/03/2021 Backend developer

Employer GEST S.r.l

Address Viale Cristoforo Colombo 13, San Giovanni La Punta, Italy

Project I worked on Mobile software for the management of water systems.

01/10/2019 - 23/12/2019 Program tutorate courses

At University of Catania - DMI (Department of Mathematics and Informatics)

Topics covered

- Fundamentals of algorithms
- Syntax C/C++

17/01/2019 - 23/08/2019 Full stack developer

Employer Store Club Integratori

Address Via E. Pantano 38, Catania, Italy

Project I worked on

- E commerce site
- Management program

04/09/2018 - 20/09/2018 Internship

At INGV (National institute of geophysics and vulcanology)

Project I worked on GPUSPH (Particle interaction simulation software, <https://www.gpusph.org>)

PROJECT I WORKED ON

Cryptography VDF - Verifiable delay function

It was compared two Verifiable Delay Functions (VDFs) implementation, one due to Pietrzak and the other due to Wesolowski.

Info It was presented a new VDF construction, Continuous Verifiable Delay Function (cVDF), a function g which is iteratively sequential, where every intermediate state is verifiable.

In the end, it was compared Pietrzak and Wesolowski protocol benchmark C implementation.

Language used C

Topics covered Verifiable delay functions, Continuous Verifiable Delay Function, multiple precision arithmetic libraries.

Internet security Generic and specific (MBUX Mercedes) risk assessment for vehicle.

Info It was defined the concept of risk assessment, and have been compared different standards and risk assessment tools.

Topics covered CVSS, STRIDE, PILAR, Magerit.

Artificial Intelligence Card Game

Info It was realised a C# program that allows playing "briscola", an Italian game with the cards. It is possible to play versus another human, using the local network, or versus an artificial player trained used decision tree.

Language used C#

Topics covered Decision tree, socket

Peer to peer network DSR protocol with energy use

Info It was realised a modified version of the protocol DSR (dynamic source routing) — reactive routing protocol of MANET — using a network simulator of internet systems, ns3.

Language used C++

Topics covered DSR Protocol, MANET, ns3.

Machine learning Binary classification using ALEXNET

Info It was built a neural network able to recognise, taking in input a photo of a desk, if some object has been removed from the given photo to the original desk.

Language used Python

Topics covered Convolutional neural networks, back propagation.

Digital forensics DNA in forensics investigation

Info It was demonstrated the importance of using DNA in forensic investigations. Furthermore, were presented the most popular techniques for DNA identification and extrapolation.

Topics covered Digital forensics

PAPER I WORKED ON

Title The AILA Methodology for Automated and Intelligent Likelihood Assignment

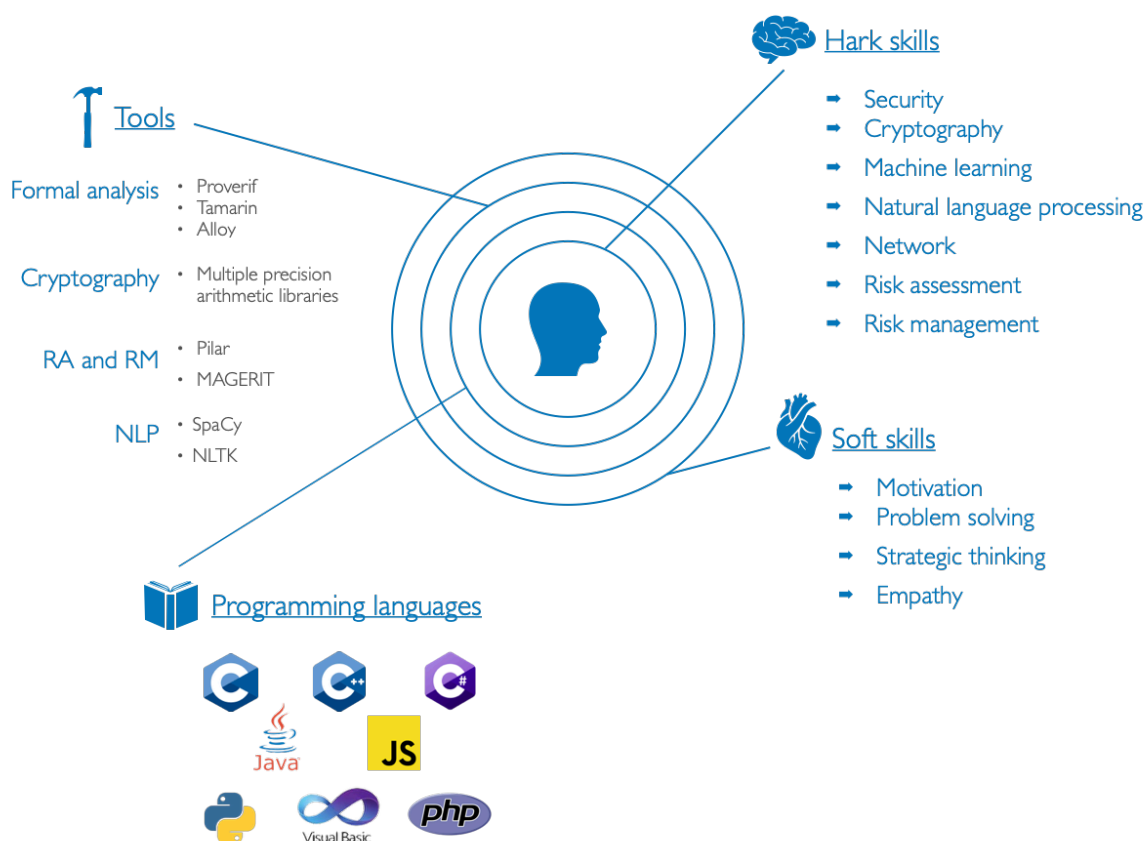
Authors G. Bella, C. Daniele, M. Raciti

Info It was devised a methodology to reduce the influence of subjectivity and distraction during the risk assessment process.

Language used Python

Topics covered Risk assessment, risk management, NLP, Convolutional Neural Network.

COMPETENCE ACQUIRED



FOREIGN LANGUAGES

English	COMPREHENSION		SPEAKING		WRITTEN PRODUCTION
	Listening	Reading	Interaction	Production	
	B1	B1	B1	B1	B1

Trinity College London Integrated Skills in English level: ISE I (B1)