

# Curriculum Vitae of **Angelo Fanelli**

## **1 Studies**

- 1999: “Diploma di Liceo Scientifico” at the “Liceo Scientifico Statale” of Campobasso.
- 2005: Laurea “cum Laude” in Computer Science at the University of L’Aquila.
- 2009: Ph.D. degree in Computer Science at the University of L’Aquila.
- 2009: From April, employed on a postdoctoral scholarship by RWTH Aachen University - Lehrstuhl für Informatik I (Algorithms and Complexity).

## **2 Professional Experiences**

- January-September ’05 : system programmer at Next S.p.a. (Rome).
- Genuary-March ’09 : Research Assistant at RWTH Aachen University - Lehrstuhl für Informatik I (Algorithms and Complexity).

## **3 Teaching Assistance**

- 2005/2006 : Database Systems.
- 2006/2007 : Computer Architecture, Algorithms and Data Structures.
- 2007/2008 : Computer Architecture, Algorithms and Data Structures.

## **4 Reaseach Interest**

His current research interests concern Theoretical Computer Science and in particular algorithms, algorithmic aspects of game theory.

## **5 Research Collaboration Visits**

- March ’07 : Elias Koutsoupias (University of Athens - Greece).
- May-June ’08 : Christos Kaklamanis (University of Patras - Greece).

## 6 Publications

### 6.1 Journals

- J1 V. Biló, A. Fanelli, M. Flammini, G. Melideo, L. Moscardelli. “Designing Fast Converging Cost Sharing Methods for Multicast Transmissions”, (to appear in *Theory of Computing Systems*).
- J2 A.Fanelli, M. Flammini, L. Moscardelli “On Convergence Issue in Multicast Game”, (to appear in *Algorithmica*).

### 6.2 International Conferences

- I1 A.Fanelli, M. Flammini, G. Melideo, L. Moscardelli, A. Navarra “Game Theoretical Issues in Optical Networks”, International Conference on Transparent Optical Networks (ICTON 2006).
- I2 A.Fanelli, M. Flammini, G. Melideo, L. Moscardelli “Multicast Transmission in Non-Cooperative Networks with a Limited Number of Selfish Moves”, 31st International Symposium on Mathematical Foundations of Computer Science (MFCS 2006).
- I3 A. Fanelli, M.Flammini, D. Mango, G.Melideo, L. Moscardelli: “Experimental Evaluation of Algorithms for IP Table Minimization”, Experimental Algorithms, 6th International Workshop (WEA 2007).
- I4 A.Fanelli, M. Flammini, L. Moscardelli “On Convergence Issue in Multicast Game”, Proceedings of the 19th Annual ACM Symposium on Parallel Algorithms and Architectures (SPAA 2007).
- I5 V. Biló, A. Fanelli, M. Flammini, L. Moscardelli. “When Ignorance Helps: Graphical Multicast Cost Sharing Games”, Proceedings of the 33nd International Symposium on Mathematical Foundations of Computer Science (MFCS 2008).
- I6 V. Biló, A.Fanelli, M. Flammini, L. Moscardelli “Graphical Congestion Games with Linear Latencies”, Proceedings of the 19th Annual ACM Symposium on Parallel Algorithms and Architectures (SPAA 2008).
- I7 A.Fanelli, M. Flammini, L. Moscardelli “Speed of Convergence in Congestion Games under best response dynamics”, Proceedings of the 35th International Colloquium on Automata, Languages and Programming (ICALP 2008).

18 V. Biló, A. Fanelli, M. Flammini, L. Moscardelli. “The Impact of Limited Social Knowledge on Linear Congestion Games”, Proceedings of the 4th International Workshop On Internet And Network Economics (WINE 2008).