



Daniele Gravina

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Address

San Gwann, Malta

Daniele Gravina

PhD Student

Education

2015 - , PhD Student, Institute of Digital Games, University of Malta

Major Topic: Computational Search for Content Creation

2012-2015, Politecnico di Milano

MS in Computer Science, Thesis: Procedural Weapons Generation for Unreal Tournament III

2009-2012, Politecnico di Milano

BS in Computer Science, Third Year Project: Board game implementation in Java.

Experience

May 2015 - July 2015, Software Developer, Click Reply

April 2013 - June 2013, Lab Tutor, Politecnico di Milano

Lab Tutor within the course "Software Engineering" at Politecnico di Milano.

Communication Skills

2017, Oral Presentation, ACM GECCO 2017

"Coupling Novelty and Surprise for Evolutionary Divergence".

2016, Oral Presentation, IEEE CIG 2016

"Constrained Surprise Search for Content Generation".

Software Development Skills

Programming

- Java
- C++
- C#
- Python

Computer Software

- MySQL
- Android
- Unity3D

Interests

Professional

My main research interests lie in the areas of computational intelligence, evolutionary computation, and automated game design.

Publications

Daniele Gravina, Antonios Liapis and Georgios N. Yannakakis: "Surprise Search for Evolutionary Divergence"

in arXiv preprint arXiv:1706.02556, 2017.

Daniele Gravina, Antonios Liapis and Georgios N. Yannakakis: "Coupling Novelty and Surprise for Evolutionary Divergence"

in Proceedings of the Genetic and Evolutionary Computation Conference. ACM, 2017.



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Daniele Gravina, Antonios Liapis and Georgios N. Yannakakis: "Exploring Divergence in Soft Robot Evolution"

in Proceedings of the Genetic and Evolutionary Computation Conference Companion. ACM, 2017.

Daniele Gravina, Antonios Liapis and Georgios N. Yannakakis: "Constrained Surprise Search for Content Generation"

in Proceedings of the IEEE Conference on Computational Intelligence and Games (CIG), 2016.

Daniele Gravina, Antonios Liapis and Georgios N. Yannakakis: "Surprise Search: Beyond Objectives and Novelty"

in Proceedings of the Genetic and Evolutionary Computation Conference. ACM, 2016.

Daniele Gravina, Daniele Loiacono: "Procedural weapon generation for unreal tournament III"

in Proceedings of Games Entertainment Media Conference (GEM), 2015, IEEE.