

Curriculum Vitae



Anna Zuccante

PhD Student in Information Engineering

I am a PhD Student in Information Engineering of University of Padua, currently working at the CSC (Centro di Sonologia Computazionale) of DEI (Department of Information Engineering).

During my five-year course of study in computer engineering I developed a growing interest in the subject of study and the great opportunities it offers. Coming out of this course, I felt a desire to learn more and to deepen what I studied in specific courses, which helped me in my decision to enroll in the Ph.D. program. Like any engineer, I have always been intrigued by technology and how certain technologies work, and likewise, I have kept my passion for art and music alive, so in both my undergraduate and master's theses, I worked within the CSC (Centro di Sonologia Computazionale) laboratory of the DEI (Department of Information Engineering) that interchanges these two main fields.

CONTACTS

✉ anna.zuccante@phd.unipd.it
zuccantean@dei.unipd.it
☎ +39 3427551133
🌐 www.dei.unipd.it/~zuccantean/

PERSONAL INFORMATIONS

Date of birth: 25th November, 1998
Nationality: Italian

SOCIALS



PERSONAL SKILLS

English:

Reading & Listening	Speaking
B2	B2

Computer Skill:

Advanced: C++, Python, LaTeX
Intermediate: Matlab, Java, C
Basic: Database, HTML, Javascript

Other skills:

Teamwork, problem solving, flexibility.

PROFESSIONAL EXPERIENCE

October, 2023 - Now **PhD Student in Information Engineering | University of Padua**

My doctoral program covers the topic of restoring and reactivating computer based systems used for musical creativity. In particular, the main objective is to take the case of interest of the CSC (Centro di Sonologia Computazionale) to make it possible to revive its historic computer based system, which was used in the 1970s-80s for the creation of important musical works.

EDUCATION

2020 - 2023 **Master's Degree in Computer Engineering - AI & robotics curricula | University of Padua**

Grade: 109/110

The Master Degree in Computer Engineering is designed to convey world-class competences and abilities for mastering and developing advanced IT systems. The program provides strong methodological foundations as well as the practical skills to deal with advanced applications in several areas of Computer Engineering.

In particular, the curricula in AI & Robotics focuses on teaching algorithms and systems to enable reasoning and intelligent behaviours in computers and robots.

The course is fully taught in English.

Final Degree Project: "A signal-processing-based simulation system for stereo high-end headsets: optimising and testing."

Final Degree Project Description: This thesis aimed to describe the optimization and testing of an application for the simulation of high-fidelity headphones. The main idea is to be able to replicate the sound of a given pair of headphones, which we call target, through another pair of headphones, called monitor, in such a way as to obtain overall the same listening experience as when wearing the target headphones.

2017 - 2020 **Bachelor's Degree in Computer Engineering | University of Padua**

Grade: 108/110

The bachelor's degree in Computer Engineering trains professionals to work in the fields of design, production, operation and maintenance of information processing systems in a wide variety of manufacturing and service contexts.

2012 - 2017 **High School Diploma | Liceo Statale "Guarino Veronese" (VR)**

Liceo scientifico tradizionale

OTHER EDUCATIONAL EXPERIENCES

2016 **English summer school | ACELS**

English summer school in Dublin from September 16th to 21st 2016 with ATC level B2 certificate obtained, recognised by ACELS a service of quality and qualifications Ireland for English Language Teaching (ELT).

AWARDS

8th February, 2024 **CREATIVE AI TROPHY | WAICF 2024**

With **Audio Innova**, the CSC (Centro di Sonologia Computazionale) spin off, I won the **Creative AI Trophy**, the "Palme d'Or" of artificial intelligence at the **World Artificial Intelligence Cannes Festival (WAICF) 2024**, the leading global event on AI. The winning project, *Now and then (and tomorrow): preserving, re-activating and sharing interactive multimedia artistic installations by means of AI and Metaverse(s)*, uses AI to reactivate interactive artistic installations, an art form characterised by a very short life expectancy.

PUBLICATIONS

April, 2024 Zuccante A.; Fiordelmondo A.; Bontempi P.; Canazza S. A Signal-Processing-Based Simulation System for High-End Stereo Headsets, *MDPI Sensors* **2024**, 24, 7, 2190. <https://doi.org/10.3390/s24072190>

I authorise the processing of my personal data in the curriculum vitae pursuant to Legislative Decree 30 June 2023, n. 196 and the GDPR (EU Regulation 2016/679).