

Paolo Lutterotti

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Paolo Lutterotti

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Education

2007 Laurea Specialistica (m.s.) in Computer Engineering with honors, Grades average 29.1 over 30, University of Bologna, Italy.

2004 Laurea Triennale (b.s.) in Computer Engineering with honors, Grades average 29.2 over 30, University of Bologna, Italy.

Fellowships and Awards

2008 Qualnet University Program Award of Distinction, QualNet World, November 19th 2008, San Diego

2007 Winner of 1 year merit-based fellowship from Istituto Superiore Mario Boella, Politecnico of Torino.

2006 Winner of 6 months merit-based fellowship from University of Bologna for m.s. thesis development at Network Research Lab, UCLA.

Research and Experience

Oct 2006 - March 2007

Development of a Congestion Control Protocol (FairCast) in Ad Hoc networks at Network Research Lab, UCLA.

March 2007 – Now:

Working on the implementation of a campus vehicular testbed (<http://www.vehicularlab.org>) at Network Research Lab, UCLA.

Working on the development of a Geographic based routing protocol (a collaboration between UCLA and Microsoft Research Cambridge).

September 2008 – Now

Consultant in Software Engineering at Tecnosens (<http://www.tecnosens.it>) for

the development of a new Video Surveillance Software (java/c++) with high constraints of availability and scalability (hundreds of managed video streams from surveillance cameras)

Research Interests

Design and Implementation of distributed systems, with particular focus on environments with high mobility (car2car, car2infrastructure). Routing and Mac Layer Protocols

Publications

Paolo Lutterotti, Giovanni Pau, Daniel Jiang, Mario Gerla, Luca Delgrossi, “*C-VeT, the UCLA Vehicular Testbed: An Open Platform for Vehicular Networking and Urban Sensing*”, International Conference on Wireless Access in Vehicular Environments (WAVE 2008).

G. Marfia, P. Lutterotti, S. Eidenbenz, G. Pau, M. Gerla, “*FairCast: Fair Multi-Media Streaming in Ad Hoc Networks through Local Congestion Control*”, The 11-th ACM International Conference on Modeling, Analysis and Simulation of Wireless and Mobile Systems (MSWiM 2008).

G. Marfia, P. Lutterotti, G. Pau, “*Mobitools: An Integrated Toolchain for Mobile Ad Hoc Networks*”, UCLA CSD Technical Report, October 2007.

Technical skills

Operating Systems: Windows and Linux families. Administration of Linux based servers (Currently Administrator of NRL linux servers).

Networks: TCP/IP stack,
adhoc routing protocols (reactive, proactive, geographic),
802.11 mac layer.
Socket C/Java Programming,
Java RMI, Servlets,
Class Project: Proxy Based infrastructure for LBS tailoring.
The aim of the project was the design of a middleware able do dynamically adapt any digital media content to the user interface (laptop or cellphone or desktop pc). The media content was distributed according to the user's position (location awareness)

Computer Vision Point Operators, Digital Filters (noise reduction), Edge Detection, Feature Detection, Video Motion Detection, openCV libraries

Class Project: Implementation of a c++ application able to detect objects addition or removal on a scene with variable luminosity captured by a camera

- Artificial Intelligence Constraint Programming, Logic programming (Prolog),
Class Project: Implementation of a constraint programming library in Java, with a Sudoku solver as practical example.
- Electronics Basics of Linear Amplifiers, Op-Amp, Active Filters, Mos/BJT Transistors,
- Operations Research Linear Programming, Branch and Bound techniques, Dynamic Programming
- Security Symmetric/Asymmetric cryptography, zero knowledge protocols, ,digital signature,discrete mathematics theory.
- Real Time Systems Schedulability tests, introduction to RTAI linux kernel.
- Programming Languages: Java sdk (very good),
C (very good),
C# (good),
c++ (fundamentals),
Javascript/AJAX (basics),
Perl(basics)
SQL (basics),
XML (good)
- Design Languages: UML (very good).
- Development Tools: Visual Studio (.NET environment), Eclipse, NetBeans, CVS/SVN
- Network Simulators: Qualnet (very good), ns (fundamentals).