

Antonio De Caro

PhD Student in HPC



Personal

Nationality Italian
Gender Male
Date of Birth 12-03-1999

Contacts

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Areas of specialization

HPC • Graph Analytics • GPUs
• Heterogeneous Programming

Languages

Italian	M.T.	
English	Listening	C1
	Reading	C1
	Speaking	C1
	Writing	B2

Levels: A1 and A2: Basic user;
B1 and B2: Independent user; C1
and C2: Proficient user

Personal Data

I hereby authorize the use of my
personal data in accordance to
the GDPR 679/16

ABOUT ME

Born in 1999 in Mercato San Severino, a village near Salerno, Italy, I love technology, innovation, and science. Since childhood, I've been fascinated by the universe's mysteries and like studying its puzzles. I am artistic as well as scientific. I enjoy singing, playing instruments, and listening to music. This artistic side complements my curiosity-driven life. I am a passionate learner who seeks personal progress. I seek new challenges and self improvement chances due to my curiosity. In addition, I adore playing video games and immersing myself in numerous virtual worlds and tales.

EDUCATION

2023–Now

Doctorate - PhD

UNIVERSITY OF SALERNO · Italy

Research Proposal High Performance Graph Analytics on Intel GPUs

Advisor Prof. Biagio Cosenza



2020–2023

Master's Degree in Computer Science *cum laude*

UNIVERSITY OF SALERNO · Italy

Thesis Developing Educational Serious Games via a Cloud Solution

This thesis was written during my Erasmus program in Sweden



2017–2020

Bachelor's Degree in Computer Science *cum laude*

UNIVERSITY OF SALERNO · Italy

Thesis Java Implementation of Efficient Algorithms for Classifying Large Amounts of Data



WORK EXPERIENCE

2023

Scholarship for Carrying out Research Activities

UNIVERSITY OF SALERNO · Italy

Project Optimize performance and energy consumption of LIGEN codes on Intel GPU architectures

2022

Teaching Assistant

UNIVERSITY OF SALERNO · Italy

Teaching and deepening of algorithm learning and development

PUBLICATIONS

2023 | *EuroHPC LIGATE "Deliverable D2.1 – Application Code Accelerated with SYCL"*

PROJECTS

2023

LIGATE Performance Optimization of LIGATE codes on Intel GPU hardware

2022

NUMA Static Thread Placement Testing several HPC thread scheduling schemes on a NUMA architecture

DIGITAL SKILLS

C/C++	██████████
SYCL	██████████
Python	██████████
MPI	██████████
Bash	██████████

SOFT SKILLS

Problem Solving	██████████
Teamwork	██████████
Communication	██████████
Decision Making	██████████
Organizational	██████████