

UNIVERSITY OF MILAN

Public selection for recruiting No._2_ tenure track researcher(s) (RTT) for competition sector 01/B1 (scientific-disciplinary sector INF/01) at the Department Dipartimento di Informatica Giovanni Degli Antoni, (announcement published in Official Gazette No. 41 of 21/05/2024) - Competition code 5550

Xiaozhou Li

CURRICULUM VITAE

(N.B. CV MUST BE OF UP TO 30 PAGES AND INCLUDE THE DETAILS CANDIDATES CONSIDER USEFUL FOR THE ASSESSMENT.

ALL THE TITLES INSERTED BELOW ARE JUST EXAMPLES THAT CAN BE REPLACED, CHANGED OR COMPLETED)

PERSONAL DATA (DO NOT INCLUDE YOUR PERSONAL ADDRESS AND LANDLINE OR MOBILE PHONE NUMBER)

SURNAME	LI
NAME	XIAOZHOU
DATE OF BIRTH	[25, 07, 1984]

QUALIFICATIONS

DEGREE

(Specify full degree name, University, date, etc.)

Doctor of Philosophy in Computer science, Tampere University, Finland, 30/03/2022
Master of Science in Internet and Game Studies, University of Tampere, Finland, 31/07/2017
Master of Science in Software Development, University of Tampere, Finland, 20/06/2013

DOCTORAL DEGREE OR EQUIVALENT QUALIFICATION EARNED IN ITALY OR ABROAD / MEDICAL SPECIALISATION DIPLOMA OR EQUIVALENT QUALIFICATION, FOR THE RELEVANT SECTORS, EARNED IN ITALY OR ABROAD

(Specify qualification full name, institution, date, etc.)

Doctor of Philosophy in Computer Science, Tampere University, Finland, 30/03/2022

RESEARCH CONTRACTS, RESEARCH FELLOWSHIP CONTRACTS, POSTDOCTORAL SCHOLARSHIPS OR SIMILAR CONTRACTS

(Specify, for each contract, university/institution, starting and termination date, etc.)

Doctoral researcher, University of Tampere, Finland, 01/01/2017 - 31/12/2018
Doctoral researcher, Tampere University, Finland, 01/10/2020 - 30/04/2022
Post-doctoral researcher, Tampere University, Finland, 01/05/2022 - 30/06/2023
Post-doctoral researcher, University of Oulu, Finland, 01/01/2023 - Now

TEACHING ACTIVITIES AT ITALIAN OR FOREIGN UNIVERSITIES

(Specify academic year, university, degree course, number of hours etc.)

2024-2025, University of Oulu (Collaborated with Nanjing institute of Technology), Databases, 135 hours.
2024-2025, University of Oulu, Software Development Maintenance and Operations, 60 hours.
2023-2024, University of Oulu (Collaborated with Nanjing institute of Technology), Databases, 135 hours.
2023-2024, University of Oulu, Software Development Maintenance and Operations, 60 hours.

ATTESTED TRAINING OR RESEARCH ACTIVITIES AT QUALIFIED ITALIAN OR FOREIGN INSTITUTIONS

(Specify academic year, institution, course, period, etc.)

2023 - Now, University of Oulu, 6GSoft Research Project
2023 - Now, University of Oulu, MUFANO Research Project
2020 - 2022, Tampere University, OSSQUAL Research Project
2018 - 2019, Tampere University, TIETA19 Practical Programming in Python (Course)
2018 - 2019, Tampere University, TIETS31 Knowledge Discovery (Course)
2018 - 2019, Tampere University, TIETS43 Recommender Systems (Course)
2020 - 2021, Imperial College London (online), Mathematics for Machine Learning Specialization (Course Specialization)
2019 - 2020, IBM (online), IBM Data Science Professional Certificate Specialization (Course Specialization)
2019 - 2020, Deeplearning.ai, Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning (Course)

ATTESTED ACTIVITY IN THE CLINICAL FIELD

(Specify date, duration, role, institution where the aid activity was carried out, etc.)

None

IMPLEMENTATION OF PROJECTS

(Specify date, project name, etc.)

09/2010 - 02/2011, Input Device Testing Environment built on FPS Game (Client: TAUCHI)
05/2010 - 08/2011, Wearable Computing (Client: Demola New Factory)
09/2009 - 02/2010, TAMBIC: Tampere Bi-lingual Corpus (Client: Department of English Philology, University of Tampere)

ORGANISATION, SUPERVISION AND COORDINATION OF NATIONAL AND INTERNATIONAL RESEARCH GROUPS, OR PARTICIPATION IN THEM

(For each entry, specify year, role, research group, etc.)

2022-2023 Post doctoral researcher, Clowee Research Group, Faculty of ITC, Tampere University, Finland.
2023-Present Post doctoral researcher, M3Scloud Research Group, Faculty of ITEE, University of Oulu, Finland.

HOLDING PATENTS

(For each patent, specify authors' names, title, classification, patent number, etc.)

None

SPEAKING AT NATIONAL AND INTERNATIONAL CONFERENCES AND CONVENTIONS

(Specify conference/convention title, date, etc.)

Invited Speaker, ArchSummit Conference, Microservice Architecture And Software Quality Research Frontier (微服务架构和质量评估的前沿探索), 21/04/2023
(<https://archsummit.infoq.cn/2023/shanghai/presentation/5204>)

NATIONAL AND INTERNATIONAL AWARDS AND ACCOLADES FOR RESEARCH ACTIVITY

(Specify award, date, issuing organisation, etc.)

None

HOLDING A EUROPEAN SPECIALISATION DIPLOMA RECOGNISED BY INTERNATIONAL BOARDS

(For those competition sectors for which it is requested)

(Specify diploma, date, etc.)

None

QUALIFICATIONS UNDER ART.24, PARAGRAPH 3.a AND 3.b, OF LAW No.240/2010 OF 30 DECEMBER 2010

(Specify whether it is a type A or type B contract, University, contract effective date and end date, etc.)

None

SCIENTIFIC PRODUCTION

SCIENTIFIC PUBLICATIONS

(For each publication, specify the following: authors' names, full title, publisher, date and place of publication, ISBN/ISSN/DOI or equivalent code)

R. Su, X. Li, and D. Taibi, "From microservice to monolith: A multivocal literature review," Electronics, 2024. DOI: <https://doi.org/10.3390/electronics13081452>

X. Li, V. Lenarduzzi, and D. Taibi, "A data-driven analysis of player personalities for different game genres," in 1st Foundations of Applied Software Engineering for Games Workshop (FaSE4Games'24), 2024 ISBN: 979-8-4007-0674-5/24/07.

S. Zhao, X. Xia, B. Fitzgerald, et al., "Motivating open source collaborations through social network evaluation: A gamification practice from alibaba," in the 46th International Conference on Software Engineering: Software Engineering in Practice (ICSE-SEIP), 2024. DOI: <https://doi.org/10.1145/3639477.3639734>

- A. Janes, X. Li, and V. Lenarduzzi, "Open tracing tools: Overview and critical comparison," *Journal of Systems and Software*, vol. 204, p. 111 793, 2023, issn: 0164-1212. □ doi: <https://doi.org/10.1016/j.jss.2023.111793>.
- X. Li, S. Moreschini, Z. Zhang, F. Palomba, and D. Taibi, "The anatomy of a vulnerability database: A systematic mapping study," *Journal of Systems and Software*, vol. 201, p. 111 679, 2023, issn: 0164-1212. □ doi: <https://doi.org/10.1016/j.jss.2023.111679>.
- D. Amoroso d'Aragona, X. Li, T. Cerny, A. Janes, V. Lenarduzzi, and D. Taibi, "One microservice per developer: Is this the trend in oss?" In *European Conference on Service-Oriented and Cloud Computing*, Springer, 2023, pp. 19-34. DOI: https://doi.org/10.1007/978-3-031-46235-1_2
- X. Li, D. A. d'Aragona, and D. Taibi, "Evaluating microservice organizational coupling based on cross-service contribution," in *International Conference on Product-Focused Software Process Improvement*, Springer, 2023, pp. 435-450. DOI: https://doi.org/10.1007/978-3-031-49266-2_30
- X. Li, A. Elsayed, R. Su, et al., "Metrics and models for developer collaboration analysis in microservice-based systems. a review," in the *17th International Conference on Software Process and Product Measurement (MENSURA)*, 2023. ISSN: 1613-0073
- X. Li, A. Elsayed, J. Yero, D. A. d'Aragona, T. Cerny, and D. Taibi, "Analyzing organizational structure of microservice projects based on contributor collaboration," in *The 17th IEEE International Conference on Service-Oriented System Engineering (IEEE SOSE)*, IEEE, 2023. DOI: <https://doi.org/10.1109/SOSE58276.2023.00007>
- X. Li, S. Moreschini, F. Pecorelli, and D. Taibi, "Ossara: Abandonment risk assessment for embedded open source components," *IEEE Software*, vol. 39, no. 04, pp. 48-53, 2022. DOI: <https://doi.org/10.1109/MS.2022.3163011>
- X. Li, S. Moreschini, Z. Zhang, and D. Taibi, "Exploring factors and metrics to select open source software components for integration: An empirical study," *Journal of Systems and Software*, vol. 188, p. 111 255, 2022, issn: 0164-1212. □ doi: <https://doi.org/10.1016/j.jss.2022.111255>.
- S. Moreschini, F. Pecorelli, X. Li, S. Naz, D. Hästbacka, and D. Taibi, "Cloud continuum: The definition," *IEEE Access*, 2022. DOI: <https://doi.org/10.1109/ACCESS.2022.3229185>
- X. Li, S. Moreschini, A. Filatova, and D. Taibi, "Knowledge management challenges for ai quality," in *2022 IEEE International Conference on Software Analysis, Evolution and Reengineering (SANER)*, IEEE, 2022, pp. 1295-1296. DOI: <https://doi.org/10.1109/SANER53432.2022.00156>
- F. Lomio, S. Moreschini, X. Li, and V. Lenarduzzi, "Anomaly detection in cloud-native systems," in *48th Euromicro Conference on Software Engineering and Advanced Applications (SEAA 2022)*, 2022. DOI: <https://doi.org/10.1109/SEAA56994.2022.00023>
- S. Moreschini, F. Pecorelli, X. Li, et al., "Cognitive cloud: The definition," in *19th International Conference on Distributed Computing and Artificial Intelligence*, Springer, 2022. DOI: https://doi.org/10.1007/978-3-031-20859-1_22
- X. Li and S. Moreschini, "Oss pesto: An open source software project evaluation and selection tool," in *IFIP International Conference on Open Source Systems*, Springer, 2021, pp. 42-50. DOI: https://doi.org/10.1007/978-3-030-75251-4_4
- X. Li, Z. Zhang, and K. Stefanidis, "A data-driven approach for video game playability analysis based on players' reviews," *Information*, vol. 12, no. 3, p. 129, 2021. DOI: <https://doi.org/10.3390/info12030129>

- X. Li, B. Zhang, Z. Zhang, and K. Stefanidis, "A sentiment-statistical approach for identifying problematic mobile app updates based on user reviews," *Information*, vol. 11, no. 3, p. 152, 2020. DOI: <https://doi.org/10.3390/info11030152>
- X. Li, "Towards factor-oriented understanding of video game genres using exploratory factor analysis on steam game tags," in *2020 IEEE International Conference on Progress in Informatics and Computing (PIC)*, IEEE, 2020, pp. 207-213. DOI: <https://doi.org/10.1109/PIC50277.2020.9350753>
- X. Li and B. Zhang, "A preliminary network analysis on steam game tags: Another way of understanding game genres," in *Proceedings of the 23rd International Conference on Academic Mindtrek*, 2020, pp. 65-73. DOI: <https://doi.org/10.1145/3377290.3377300>
- C. Lu, X. Li, T. Nummenmaa, Z. Zhang, and J. Peltonen, "Patches and player community perceptions: Analysis of no man's sky steam reviews," in *DiGRA'20-Proceedings of the 2020 DiGRA International Conference*, DiGRA, 2020. <https://dl.digra.org/index.php/dl/article/view/1303>
- C. Lu, J. Peltonen, T. Nummenmaa, X. Li, and Z. Zhang, "What makes a trophy hunter? an empirical analysis of reddit discussions," in *4th International GamiFIN Conference*, GamiFIN 2020, 2020. ISSN: 1613-0073 urn:nbn:de:0074-2637-8
- B. Zhang and X. Li, "Bibliography-based social network analysis and geo-location map of gamification," in *European Conference on Games Based Learning*, Academic Conferences International Limited, 2020, p. 684. DOI:10.34190/GBL.20.138
- X. Li, "Research on software project developer behaviors with k-means clustering analysis," in *SSSME 2019: Joint Proceedings of the Summer School on Software Maintenance and Evolution*, CEUR-WS, 2019. ISSN: 1613-0073 urn:nbn:de:0074-2520-6
- X. Li, C. Lu, J. Peltonen, and Z. Zhang, "A statistical analysis of steam user profiles towards personalized gamification," in *3rd International GamiFIN Conference*, GamiFIN 2019, CEUR-WS, 2019. ISSN: 1613-0073 urn:nbn:de:0074-2359-5
- M. Stratigi, X. Li, K. Stefanidis, and Z. Zhang, "Ratings vs. reviews in recommender systems: A case study on the amazon movies dataset," in *European conference on advances in databases and information systems*, Springer, 2019, pp. 68-76. DOI: https://doi.org/10.1007/978-3-030-30278-8_9
- X. Li, "A method to support gamification design practice with motivation analysis and goal modeling," in *Proceedings of the 2nd International GamiFIN Conference*, GamiFIN 2018, CEUR-WS, 2018. ISSN: 1613-0073 urn:nbn:de:0074-2186-5
- X. Li, Z. Zhang, and T. Poranen, "Scenario-driven continuous mobility requirements analysis in mobile app maintenance," in *4th Workshop on Continuous Requirements Engineering*. CRE Workshop, CEUR-WS, 2018. ISSN: 1613-0073 urn:nbn:de:0074-2075-4
- X. Li, Z. Zhang, and K. Stefanidis, "Mobile app evolution analysis based on user reviews," in *New Trends in Intelligent Software Methodologies, Tools and Techniques*, IOS Press, 2018, pp. 773-786. DOI: 10.3233/978-1-61499-900-3-773
- X. Li, Z. Zhang, and K. Stefanidis, "Sentiment-aware analysis of mobile apps user reviews regarding particular updates," *The 13th International Conference on Software Engineering Advances 2018*, p. 109. ISBN: 978-1-61208-668-2
- X. Li, B. Upreti, and Z. Zhang, "Mobility requirements engineering tool (more)," in *2016 IEEE 24th International Requirements Engineering Conference (RE)*, IEEE, 2016, pp. 409-410. DOI: <https://doi.org/10.1109/RE.2016.66>

X. Li and Z. Zhang, "A user-app interaction reference model for mobility requirements analysis," in ICSEA 2015: The Tenth International Conference on Software Engineering Advances, 2015, pp. 170-177. ISBN: 978-1-61208-438-1

X. Li, Z. Zhang, and J. Nummenmaa, "Models for mobile application maintenance based on update history," in 2014 9th International Conference on Evaluation of Novel Approaches to Software Engineering (ENASE), IEEE, 2014, pp. 1-6. ISBN:978-989-758-065-9

Date

20/06/2024

Place

Oulu, Finland

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Oulun yliopisto
Xiaozhou Li

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