

Prof. Giulio GIUNTA – short bio, 12/2021

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Current Position

Full professor of Scientific Computing at the Department of Science and Technology of the Parthenope University of Naples (Italy).

Dean of the School of Science, Engineering and Health, Parthenope University of Naples.

Head of the research laboratory High Performance Scientific Computing Smart Lab, Parthenope University of Naples.

Member of the Italian Society for Applied and Industrial Mathematics (SIMAI), the Society for Industrial and Applied Mathematics (SIAM), the National Institute of Higher Mathematics (INdAM) – National Group of Scientific Computing.

Referee for industrial research projects at the Italian Ministry of University and Research.

Research

His main research interests are in the fields of Scientific Computing, Numerical Analysis, computational modelling for environmental problems, High performance computing, numerical methods in computer science applications, big data analysis in environmental science, software tools for enabling distributed and cloud scientific computing.

He was head of research groups in several basic and industrial research projects, funded by the European Union, the Italian Ministry of University and Research, local government and private companies.

h-index 21; cit. 957 (Scopus, 12/2021); h-index 23; i10-index: 36; cit. 1402 (Google Scholar, 12/2021).

Recent projects: [AEROMAT](#) – Use of innovative technologies, materials and models in aeronautics; DORA - Deployable Optics for Remote sensing Applications; CREATE - Innovative operations and Climate and weather models to improve Atm resilience and reduce impacts; [SE4I](#) – Smart Energy Efficiency & Environment for Industry.

Teaching

He has taught in various universities, such as Parthenope University of Naples, Università della Basilicata, “Federico II” University of Naples, Università di Salerno, Università della Campania “Vanvitelli”, Somali National University, in BSc, MSc and PhD Programs.

He was head of e-learning projects at the Parthenope University of Naples for more than a decade.

He is currently involved in the European project FGPE – Framework for Gamified Programming Education (Uniwersytet Szczeciński (Poland), 2018-1-PL01-KA203-050803).