

Andrea Mocci

Junior Group Leader

CodeLounge, Software Institute, Università della Svizzera italiana, Lugano

Curriculum vitae

October 2026

Profile

I am a **Junior Group Leader** at **CodeLounge**, working at the intersection of software engineering research and practice. I have been part of it since its foundation in 2017 and have helped shape its culture and vision. I am the **technical lead**  for major projects at CodeLounge, with a focus on two main areas: software engineering practice to support research, and **applied artificial intelligence** (including document vision, document engineering, and natural language processing) to support research on **economics** and **political science**. More recently, I have collaborated with the ATOM research group to bootstrap research on **videogame quality and design**, an area previously unexplored at USI.

I have published more than **50 research papers** in conferences and journals, in areas like **software analysis, maintenance and evolution**, and **visualization**. One of my papers as a postdoc at USI received the **Most Influential Paper Award** in 2025. Since my appointment at CodeLounge, I have also spoken at **developer conferences**, such as Scala Days and the Voxxed Days family, with five of my talks selected by their program committees.

As an instructor, I designed a novel course on **Engineering of Domain-Specific Languages** at USI and redesigned the **Software Atelier 4** course, which focuses on software development practices. I also organize **outreach training activities**, for high-school students in Switzerland and for the academic and developer communities.

Concerning service, I support both communities as well. I have taken on **48 appointments** across **16 academic conference series**: 42 as a program committee member and a handful as chair or organizer. My reviewing earned three **Distinguished Reviewer Awards**. I currently sit on the steering committee of **Voxxed Days Ticino**, the largest non-profit developer conference in the canton, where I have also served on the program committee since 2023.

Personal Data

Name	Andrea Mocci	he/him
Languages	Italian (native), Sardinian (native) English (fluent) French (basic)	
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Scholar	 scholar.google.com/citations?user=Sgf4DIkAAAAJ	
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Appointments

- Jul 2017 – present **Junior Group Leader**, CodeLounge, Software Institute, Università della Svizzera italiana, Lugano, CH
- Nov 2013 – Jun 2017 **Postdoctoral Researcher**, REVEAL group, Faculty of Informatics, Università della Svizzera italiana, Lugano, CH
- Feb – Oct 2013 **Postdoctoral Researcher**, DEEPSE group, Dipartimento di Elettronica, Informazione e Bioingegneria, Politecnico di Milano, Milan, IT
- Oct 2012 – Jan 2013 **Postdoctoral Research Associate**, Software Design Group, MIT CSAIL, Cambridge, MA, USA
- Oct 2011 – Oct 2012 **Postdoctoral Research Fellow**, Software Design Group, MIT CSAIL, Cambridge, MA, USA
 **Roberto Rocca Postdoctoral Fellowship**, with Daniel Jackson (MIT) and Carlo Ghezzi (Politecnico di Milano).
- Jan – Sep 2011 **Postdoctoral Researcher**, DEEPSE group, Dipartimento di Elettronica e Informazione, Politecnico di Milano, Milan, IT

Education

- 2008 – 2010 **PhD in Computer Science**, Politecnico di Milano, Dipartimento di Elettronica e Informazione, Milan, IT
Thesis: *Behavioral Modeling, Inference and Validation for Stateful Component Specifications*. Advisor: Carlo Ghezzi.
- 2004 – 2007 **MSc in Computer Engineering**, Politecnico di Milano, Milan, IT
Thesis: *Efficient Recovery of Algebraic Specifications for Stateful Components*. Advisor: Carlo Ghezzi. Final mark: 110/110 summa cum laude.
- 2001 – 2004 **BSc in Computer Engineering**, Politecnico di Milano, Milan, IT
Final mark: 104/110.

Awards and Honors

- 2025  **Most Influential Paper Award**, ICPC 2025 (International Conference on Program Comprehension)
For *I Know What You Did Last Summer: An Investigation of How Developers Spend Their Time* (C28), ICPC 2015.
- 2025  **Distinguished Reviewer Award**, VISSOFT 2025 (IEEE Working Conference on Software Visualization)
- 2021  **Distinguished Reviewer Award**, ICSME 2021 (International Conference on Software Maintenance and Evolution)
- 2021  **Distinguished Reviewer Award**, MSR 2021 (International Conference on Mining Software Repositories)
- 2017  **Best Tool Demo Award**, ICPC 2017 (International Conference on Program Comprehension)
For *The Code Time Machine* (C47).
- 2016  **Best Paper Award**, IWESEP 2016 (IEEE International Workshop on Empirical Software Engineering in Practice)
For *Measuring Navigation Efficiency in the IDE* (C38).
- 2011  **Best Paper Award**, Models@run.time 2011 (International Workshop on Models@run.time)
For *Runtime Monitoring of Functional Component Changes with Behavior Models* (C6).
- 2011  **Roberto Rocca Postdoctoral Fellowship**, MIT & PoliMi
At MIT CSAIL, with Daniel Jackson (MIT) and Carlo Ghezzi (PoliMi).

🔗 Research & Development

My work in research and development projects. The portfolio below includes recent major projects, separating tech areas from the stakeholder domains. Subtitles include my role, the funding source, and the project duration. Slack, pro-bono, and earlier projects follow.

Project Portfolio

REFLEX for

> Tech Lead · SNF Sinergia · 2022 – 2027

This project includes the reconstruction and analysis of 150 years of data from the Swiss commercial registry. It integrates the NRP77 data (from 2002) with the 1883–2001 data, which is available only as scanned PDFs. I led, together with the Project PIs, the development of the whole analysis platform, from the AI-assisted document engineering to the company history reconstruction. Furthermore, I developed the data explorer and visualization platform.



Main Outputs:  C49

 REFLEX Data Pipeline & REFLEXplorer

Sphere Two for

> Tech Lead · Swissnex · 2024 – 2025

An art-science installation for the Swiss Pavilion at Expo 2025 that turns visitors' spoken wishes into floating soap bubbles. I was responsible for the architecture of the platform and developed the AI-based processing.



Main Outputs:  Wish Pipeline & Visualization

EcoEdu for

 co-PI · USI Teaching Innovation · 2023 – 2024

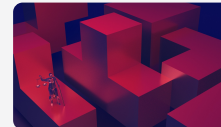
I co-led this project where Informatics students of my SA4 course implemented a serious game for Economics students to learn about urban economics. I led the development of the game engine, defined the requirements, and supervised the student projects.

Main Outputs:  Game Prototypes

Justitia 4.0 for

 co-PI · Mandate · 2022

For the Justitia 4.0 consortium, I co-led the in-depth analysis of a complex, long-lived software system for the digitization of justice.



Main Outputs:  Custom Analysis Software + Report

NRP77 for

R&D Engineer · SNF NRP · 2020 – 2024

A data platform for geo-temporal analysis of the network of firms, using the commercial registry data. I helped test and develop the analysis platform and implemented the analysis of business purposes to detect companies working in the digital sector.

Next-Gen Tutorials for

 PI · SNF Spark · 2020

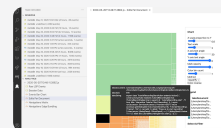
This project I led focused on creating interactive programming video tutorials powered by IDE interaction data, and delivered directly in the IDE. I led the development of a working prototype for a Visual Studio Code engine extension to record and replay such tutorials.

Main Outputs:  C48  VSCode+IVT

Tako for

 co-PI · Hasler Foundation · 2019

I co-led the tech transfer of the approach from Roberto Minelli's PhD thesis to collect and visualize development activity in Visual Studio Code.



Main Outputs:  Tako

Legend Tech Areas Stakeholder Domains

 AI & LLMs	 Software Engineering
 NLP	 Education & Training
 Document Engineering	 Economics
 Visualization	 Political Science
 Maintenance & Evolution	 Government
 Software Quality	 General Public
 Games & Gamification	

Internal Projects

- 2026 – now **Software Stack of the Brè USI Cluster**. Contributed to the acceptance testing tasks for the new USI Cluster, in anticipation of its future handoff to CodeLounge management.
- 2017 – now **Management of the CodeLounge GitLab Instance**
- 2017 – 2020 **Development and Maintenance of the Software Institute Website**

Slack & Pro-Bono Projects

- 2024 – now **Platformer Design & Quality**. Design and quality for Super Mario Maker 2 and other platformer games.
- 2023 **CodeLounge Alfred**. Discord bot for CodeLounge's maintenance duty.
- 2022 – now **Fondazione PremioSwissEngineeringTicino**. Pro-bono development and maintenance of the voting platform for the scholarships of Fondazione PremioSwissEngineeringTicino.
- 2020 – 2023 **Tako Improvements**. Addition of Copilot usage tracking.
- 2018 – 2019 **jSicko**. Java compiler plugin turning contracts into runtime checks, used for teaching.

Selected Earlier Project Contributions

- 2018 – 2019 **myUSI**, USI. Research and teaching support platform for the university.
↳ Tech Lead
- 2014 – 2017 **ESSENTIALS**, SNF. People-centric essentials for software evolution. Publications: J4, C42, C40, C35, C30, C26, C25, C24, C21, C19, C13, C12, C11
↳ Postdoc
- 2013 – 2017 **HI-SEA**, SNF. A holistic immersive ambient for software evolution. Publications: C44, C39,  **C38**, C37, C36, C33, C32, C31,  **C28**, C27, C23, C22, C16, C15, C14
↳ Postdoc
- 2008 – 2013 **SMScom**, EU FP7. Self-managing situated computing.
↳ PhD Researcher
Publications: J1, C10, C9, C7,  **C6**, C5, C4, C3



Selected Publications

A selection of the most important peer-reviewed work of my career. The complete list is in the “Full Publication List” section at the end.

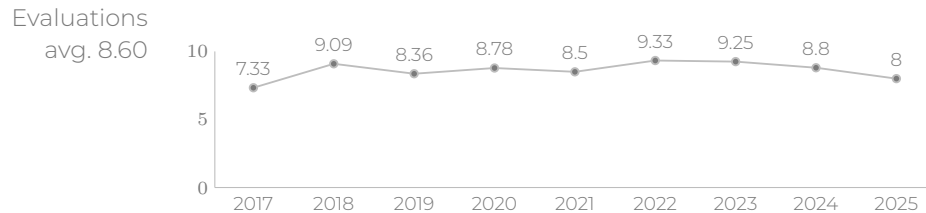
- C50 C. A. Furia and **A. Mocci**. “What Makes a Level Hard in Super Mario Maker 2?”. In 2025 IEEE Conference on Games (CoG).
 3
- J4 L. Ponzanelli, G. Bavota, **A. Mocci**, R. Oliveto, M. D. Penta, S. Haiduc, B. Russo and M. Lanza. “Automatic Identification and Classification of Software Development Video Tutorial Fragments”. IEEE Transactions on Software Engineering, vol. 45(5).
 65
- C42 L. Ponzanelli, S. Scalabrino, G. Bavota, **A. Mocci**, M. D. Penta, R. Oliveto and M. Lanza. “Supporting Software Developers with a Holistic Recommender System”. In Proceedings of ICSE 2017 (39th ACM/IEEE International Conference on Software Engineering).
 64
- C35 L. Ponzanelli, G. Bavota, **A. Mocci**, M. D. Penta, R. Oliveto, M. Hasan, B. Russo, S. Haiduc and M. Lanza. “Too Long; Didn't Watch! Extracting Relevant Fragments from Software Development Video Tutorials”. In Proceedings of ICSE 2016 (38th ACM/IEEE International Conference on Software Engineering), ACM Press.
 113
-  **C28** R. Minelli, **A. Mocci** and M. Lanza. “I Know What You Did Last Summer – An Investigation of How Developers Spend Their Time”. In Proceedings of ICPC 2015 (23rd IEEE International Conference on Program Comprehension).
 365
 **Most Influential Paper Award**
- C12 L. Ponzanelli, **A. Mocci**, A. Bacchelli, M. Lanza and D. Fullerton. “Improving Low Quality Stack Overflow Post Detection”. In Proceedings of ICSME 2014 (30th International Conference on Software Maintenance and Evolution), IEEE.
 200
- C3 C. Ghezzi, **A. Mocci** and M. Monga. “Synthesizing intentional behavior models by graph transformation”. In 31st International Conference on Software Engineering (ICSE 2009).
 113

Teaching & Training

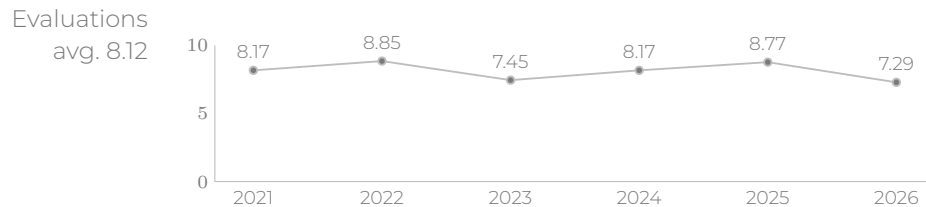
My experience teaching courses and other kinds of training activities, like the ones for researchers, developers, and high school students.

Current Courses (12 ECTS/year)

2017 – present  Instructor **Engineering of Domain-Specific Languages (EDSL)**, Master in Software and Data Engineering (Core course, 2017–2025); Master in Software Engineering with AI (Core course, from 2026); PhD programme of the Faculty of Informatics (Elective), 3 ECTS, fall semester



2021 – present  Instructor **Software Atelier 4: Software Engineering Project (SA4)**, Bachelor in Informatics (Core course), 9 ECTS, spring semester



Academic Tutorials

2016 *Mining and Modelling Unstructured Data*. 31st IEEE/ACM International Conference on Automated Software Engineering (ASE 2016). With Luca Ponzanelli and Michele Lanza.

Developer Workshops

2026 *No Pandas Were Harmed: Elegant and Efficient Data Analytics with Polars*. Voxxed Days Ticino 2026. With Marco D'Ambros and Jesper Findahl.

PhD Theses

2017  co-Advisor **Roberto Minelli**, *Interaction-Aware Development Environments: Recording, Mining, and Leveraging IDE Interactions to Analyze and Support the Development Flow*. PhD in Informatics, USI, with Michele Lanza (Advisor).

2017  co-Advisor **Luca Ponzanelli**, *Holistic Recommender Systems for Software Engineering*. PhD in Informatics, USI, with Michele Lanza (Advisor).

Master Theses (17)

2026  Advisor **Gianluca Maragliano**, *A Customized RAG-Based Chatbot for iCorsi*. Master in Software & Data Engineering, USI, with Samuele Pasini (co-Advisor).

2026  co-Advisor **Francesco De Vito**, *FairLex: AI-Based Assistant for Legal Compliance and Sustainability Challenges in the Fashion Industry*. Master in Software & Data Engineering, USI, with Marco D'Ambros (Advisor).

2026  Advisor **Boris Bezzola**, *A Simple DSL to Query Challenging Patterns on Platformer Levels*. Master in Software & Data Engineering, USI.

2025  co-Advisor **Federico Lagrasta**, *AI-Driven Analysis and Optimization of Fairness in Competitive Video Games*. Master in Informatics, USI, with Carlo A. Furia (Advisor).

2025  co-Advisor **Francesco Bresciani**, *Spatio-Temporal Visualization of Evolving Company Networks*. Master in Software & Data Engineering, USI, with Marco D'Ambros (Advisor), Michele Lanza (Advisor), Raphael Parchet (co-Advisor).

2023  Advisor **Federico Lombardo**, *Modeling and Analyzing Time-Dependent Network of Firms*. Master in Software & Data Engineering, USI, with Marco D'Ambros (Advisor), Raphael Parchet (co-Advisor).

- 2023 **Daniel Travaglia**, *Mining A Century of Swiss Trademarks*.
 ☞ Advisor Master in Software & Data Engineering, USI, with Marco D'Ambros (Advisor), Jesper Findahl (co-Advisor), Raphael Parchet (co-Advisor).
- 2022 **Davide Ciulla**, *Branching Scenarios in Interacting Video Tutorials*. Master in Software & Data Engineering, USI.
 ☞ Advisor
- 2022 **Lazar Najdenov**, *Encoding Program Comprehension Tasks as Role Playing Games: a Prototype Framework Aiming to Produce Serious Games*. Master in Software & Data Engineering, USI.
 ☞ Advisor
- 2021 **Gabriele Zorloni**, *GITGLASS: Data Analysis and Visualization of Collaborative Development Platforms*. Master in Software & Data Engineering, USI, with Marco D'Ambros (Advisor).
 ☞ co-Advisor
- 2020 **Alexander Fischer**, *Automatic Classification of Development Artifact Contents*. Master in Software & Data Engineering, USI, with Luca Ponzanelli (co-Advisor).
 ☞ Advisor
- 2020 **Valerie Burgener**, *SITRA - Simple Traffic: Support Decision-Making in a Real Context with Traffic Simulation*. Master in Software & Data Engineering, USI, with Marco D'Ambros (Advisor).
 ☞ co-Advisor
- 2020 **Aldo Gabriele Di Rosa**, *Characterizing and Visualizing Development Fragmentation with Interaction Data*. Master in Software & Data Engineering, USI, with Marco D'Ambros (Advisor).
 ☞ co-Advisor
- 2020 **Lucas Pennati**, *Viralscale: Leveraging Virality to Predict and React to Traffic Spikes*. Master in Software & Data Engineering, USI, with Marco D'Ambros (Advisor).
 ☞ co-Advisor
- 2017 **Talal El Afchal**, *Assessing Software Documents by Comprehension Effort*. Master in Informatics, USI, with Michele Lanza (Advisor), Gabriele Bavota (co-Advisor), Luca Ponzanelli (co-Advisor).
 ☞ co-Advisor
- 2014 **Marcello Romanelli**, *Visual Reflexion Models*. Master in Software Design, USI, with Michele Lanza (Advisor).
 ☞ co-Advisor

- 2008 **Guido Salvaneschi** and **Davide Giudici**, *Comparazione degli approcci esistenti per l'estrazione automatica di specifiche: una tecnica di validazione basata su model checking*. Master in Computer Engineering, Politecnico di Milano, with Carlo Ghezzi (Advisor).
 ☞ co-Advisor

Bachelor Projects (14)

- 2026 **Robert Gomez Cueva**, *Cortex: A Role-Based Transaction Traceability System for High-Volume Walk-In Barbershops*. Bachelor in Informatics, USI.
 ☞ Advisor
- 2026 **Andrey Kan**, *Reconstructing Narrative Complexity in Fallout 4*. Bachelor in Informatics, USI.
 ☞ Advisor
- 2026 **Francesc Jordi Sacco Cremonesi**, *The new USI Room Management System*. Bachelor in Informatics, USI, with Riccardo Mantegazzini (co-Advisor).
 ☞ Advisor
- 2026 **Theodor Vavassori**, *Bridging the Gap: Designing Decision-Support Tools for Small Hotel Management*. Bachelor in Informatics, USI.
 ☞ Advisor
- 2026 **Loren Shukry**, *Large Language Models for Automated Requirement Classification*. Bachelor in Informatics, USI, with Mauro Pezzè (Advisor).
 ☞ co-Advisor
- 2022 **Martino Giorgi**, *Rearchitecting Stormed for Scalability*. Bachelor in Informatics, USI.
 ☞ Advisor
- 2019 **Armend Azizi**, *Testing Modern Web Applications Written in TypeScript and React*. Bachelor in Informatics, USI, with Marco D'Ambros (Advisor).
 ☞ co-Advisor
- 2018 **Lorenzo Ferri**, *Research Data Visual Analytics*. Bachelor in Informatics, USI, with Michele Lanza (Advisor), Luca Ponzanelli (co-Advisor).
 ☞ co-Advisor
- 2018 **Aron Fiechter**, *University timetable scheduling*. Bachelor in Informatics, USI, with Michele Lanza (Advisor), Luca Ponzanelli (co-Advisor).
 ☞ co-Advisor
- 2017 **Marco Calzana**, *Earthquake Analytics*. Bachelor in Informatics, USI, with Michele Lanza (Advisor).
 ☞ co-Advisor
- 2017 **Leonardo Iandiorio**, *A Voxel-based Approach to Earthquake Simulation*. Bachelor in Informatics, USI, with Michele Lanza (Advisor).
 ☞ co-Advisor

- 2017 **Lucas Pennati**, *WebDistiller*. Bachelor in Informatics, USI, with Michele Lanza (Advisor), Luca Ponzanelli (co-Advisor).
 ☞ co-Advisor
- 2017 **Andrea Vicari**, *Smart-IVC*. Bachelor in Informatics, USI, with Michele Lanza (Advisor).
 ☞ co-Advisor
- 2016 **Marco Bedulli**, *CS!Cub8*. Bachelor in Informatics, USI, with Michele Lanza (Advisor), Luca Ponzanelli (co-Advisor).
 ☞ co-Advisor

Outreach Activities

- 2026 *Building a RAG Pipeline on Custom Documents with Aper-tus*. Schweizer Jugend forscht Study Week “Coding Camp 2026”, hosted at USI.
- 2026 *Teaching an AI to Play a Videogame*. Lavoro di Maturità (high-school final project), USI Faculty of Informatics with Liceo Lugano 2.
- 2025 *Full-Stack Web Development Study Day for High-School Students*. Study day (giornata di approfondimento) for Liceo di Mendrisio, USI Faculty of Informatics. With Valerie Burgener and Davide Paolo Tua.
- 2019 *USI Hackathon 2019: Making Data Alive*. USI Hackathon 2019, organized by CodeLounge (Software Institute, USI).

Older Teaching Activities

- 2018 – 2020 **Software Atelier 4: Software Engineering Project (2018–2020) (SA4-V0)**, Bachelor in Informatics (Core course), 9 ECTS, spring semester, avg. score 6.09
 ☞ co-Instructor
 With Luca Ponzanelli.
- 2014 – 2016 **Software Atelier 1: Fundamentals of Informatics (SA1)**, Bachelor in Informatics (Core course), 6 ECTS, fall semester, avg. score 8.57
 ☞ co-Instructor
 With Michele Lanza and Gabriele Bavota.
- 2014 – 2015 **Software Engineering (SE)**, Master in Informatics (Elective course), 6 ECTS, fall semester, avg. score 8.00
 ☞ co-Instructor
 With Carlo Ghezzi.
- 2013 **Ingegneria del Software (Software Engineering)**, Politecnico di Milano, with prof. Luciano Baresi
 ☞ Teaching Assistant
 Editions: Mar – Jun 2013.

- 2013 **Prova Finale di Ingegneria del Software (Software Engineering Project)**, Politecnico di Milano, with prof. Luciano Baresi
 ☞ Teaching Assistant
 Editions: Mar – Jun 2013.
- 2010 – 2011 **Algoritmi e Principi dell'Informatica (Theoretical Computer Science, Algorithms and Data Structures, for Computer Science Engineering)**, Politecnico di Milano, with profs. Matteo Pradella and Maristella Matera
 ☞ Teaching Assistant
 Editions: Sep 2010 – Feb 2011.
- 2009 – 2010 **Informatica Teorica (Theoretical Computer Science, for Computer Science Engineering)**, Politecnico di Milano, with prof. Matteo Pradella
 ☞ Teaching Assistant
 Editions: Mar – Jul 2010; Mar – Jul 2009.
- 2008 – 2010 **Informatica 3 (Algorithms and Data Structures, for Computer Science Engineering)**, Politecnico di Milano, with profs. Maristella Matera and Luciano Baresi
 ☞ Teaching Assistant
 Editions: Sep 2009 – Jan 2010; Mar – Jul 2009; Sep 2008 – Jan 2009.
- 2008 – 2010 **Informatica B (Computer Science, for Mechanical and Energy Engineering)**, Politecnico di Milano, with prof. Paola Spoletini
 ☞ Teaching Assistant
 Editions: Sep 2009 – Jan 2010; Sep 2008 – Jan 2009.
- 2008 **Informatica 2 (Hardware Architectures and Operating Systems)**, Politecnico di Milano, with prof. Luciano Baresi
 ☞ Teaching Assistant
 Editions: Mar – Jul 2008.
- 2008 – 2009 **Software Engineering**, Politecnico di Milano, with prof. Carlo Ghezzi
 ☞ Lab Assistant
 Editions: Mar – Jul 2009; Mar – Jul 2008.
- 2007 – 2008 **Informatica A (Computer Science, for Mathematical Engineering)**, Politecnico di Milano, with prof. Alessandro Campi
 ☞ Lab Assistant
 Editions: Sep 2007 – Jan 2008.
- 2007 **Software Engineering**, Politecnico di Milano, with prof. Carlo Ghezzi
 ☞ Lab Tutor
 Editions: Mar – Jul 2007.

Service

Service to the software engineering community: steering, organization, and program committees of academic venues and developer conferences, plus my journal review activities.

Steering Committees

Developer Conferences

Venue	Role and period
VDT <i>Voxxed Days Ticino</i>	Member: 2026 – now

Academic Conferences

Venue	Role and period
VISOFT <i>IEEE Working Conference on Software Visualization</i>	Member: 2017 – 2022

Organization Committees

Academic Venues

Venue	Role
SI Summit 2022 <i>1st Edition of the USI Software Institute Summit</i>	PC Co-Chair
SANER 2019 <i>29th International Conference on Software Analysis, Evolution, and Reengineering</i>	Workshop Co-Chair
MAINT 2018 <i>1st International Workshop on Mining and Analyzing Interaction Histories</i>	Workshop Co-Organizer

IWESEP 2017

8th International Workshop on Empirical Software Engineering in Practice

Publicity Co-Chair

VISOFT 2017

5th IEEE Working Conference on Software Visualization

PC Co-Chair

VISOFT 2016

4th IEEE Working Conference on Software Visualization

ERA/NIER Track Co-Chair

Program Committees

Developer Conferences

Venue	Track and years
VDT <i>Voxxed Days Ticino</i>	Main Track: 2027, 2026, 2025, 2024, 2023

Academic Conferences

Venue	Track and years
MSR <i>International Conference on Mining Software Repositories</i>	Research Track: 2027, 2025, 2024, 2022,  2021 , 2020, 2018, 2016
ICSE <i>International Conference on Software Engineering</i>	SEIP Track: 2027, 2026 ACM SRC: 2015
VISOFT <i>IEEE Working Conference on Software Visualization</i>	Research Track: 2026,  2025 , 2024, 2022 NIER/TD Track: 2015
COG <i>IEEE Conference on Games</i>	Research Track: 2026 Aux. Papers: 2026, 2025
FSE <i>ACM International Conference on the Foundations of Software Engineering</i>	TD Track: 2026, 2016, 2015 (ESEC/FSE)

ICSME <i>International Conference on Software Maintenance and Evolution</i>	Research Track: 2024, 2023, 2022, 🏆 2021, 2017 Industry Track: 2019 TD Track: 2016
SANER <i>IEEE International Conference on Software Analysis, Evolution and Reengineering</i>	Short Papers and Posters Track: 2024 Research Track: 2018, 2017, 2016
TechDebt <i>International Conference on Technical Debt</i>	Technical Papers: 2023
ICPC <i>International Conference on Program Comprehension</i>	ERA Track: 2018, 2017

Academic Workshops

Venue	Track and years
FaSE4Games <i>Workshop on Foundations of Applied Software Engineering for Games</i>	Main Track: 2026
IWESEP <i>International Workshop on Empirical Software Engineering in Practice</i>	Main Track: 2017, 2016
ICE <i>Interaction and Concurrency Experience</i>	Main Track: 2015
SCORE-it <i>Italian Student Contest on Software Engineering</i>	Main Track: 2015
MUD <i>Workshop on Mining Unstructured Data</i>	Main Track: 2014

Journal Reviews

Journal	Role and years
EMSE <i>Empirical Software Engineering (Springer)</i>	Reviewer: 2026, 2025, 2024, 2023, 2022, 2021, 2019, 2017, 2016
TSE <i>IEEE Transactions on Software Engineering (IEEE)</i>	Reviewer: 2016, 2015, 2012, 2011
JLAMP <i>Journal of Logical and Algebraic Methods in Programming (Elsevier)</i>	Reviewer: 2016
Computing <i>Computing (Springer)</i>	Reviewer: 2013, 2012
TOSEM <i>ACM Transactions on Software Engineering and Methodology (ACM)</i>	Reviewer: 2012
SOCA <i>Service Oriented Computing and Applications (Springer)</i>	Reviewer: 2011, 2010, 2009



Talks

Keynotes, invited talks, developer conference talks, and internal seminars.

Keynotes

- 2015 *Beautiful Design, Beautiful Coding*. I T.A.K.E. Unconference 2015.

Invited Talks

- 2025 *I Know What You Did Last Summer: An Investigation of How Developers Spend Their Time* (C28). Most Influential Paper Award talk, ICPC 2025 (33rd International Conference on Program Comprehension). With Roberto Minelli.
- 2023 *The Rise of the Stochastic Parrots for Developers*. 3rd International Software Engineering Summer School. With Marco D'Ambros.
- 2017 *Parsing and Modeling Software Engineering Artifacts*. IPSJ/SIGSE Software Engineering Symposium 2017.
- 2016 *Island Parsing*. Shonan Meeting No. 084. With Luca Ponzanelli.
- 2010 *Behavioral Modeling, Inference and Validation for Component Specifications*. MIT CSAIL.

Developer Conference Talks

Talks at developer conferences that are selected on a competitive basis by a program committee.

- 2025 *Eternal Sunshine of the Spotless Macro*. Voxxed Days Thessaloniki 2025.
❤️ 50 favourites ★ 34 ratings 🌟 4.47/5 avg. score
- 2024 *Minimize your Python Discomfort: A tour of NLP with Spacy, ScalaPy, and Scala 3*. Scalar 2024.
- 2024 *NLP à la Suisse*. Voxxed Days Zürich 2024. With Jesper Findahl.
★ 11 ratings 🌟 4.30/5 avg. score
- 2023 *Teaching Domain-Specific Languages in Scala*. Scala Days Seattle 2023.

- 2019 *Design and Effectiveness of Internal DSLs in Scala*. Voxxed Days Ticino 2019.

Internal Seminars

- 2025 *Eternal Sunshine of the Spotless Macro*. SI Seminar.
- 2021 *How does CodeLounge Develop?* SI Seminar.

Full Publication List

Complete list of publications with links to the Google Scholar list of papers citing each one. Titles link to the publications' pages on my website; for an official link, follow the DOI links.

Bibliometrics: 2,064 citations, h-index 23, i10-index 35 on Google Scholar as of October 2026. For context, since mid-2017 research has been about a fifth of my time, so my net academic age is roughly 8 years.

Journal Articles (4)

- J4  65 L. Ponzanelli, G. Bavota, **A. Mocci**, R. Oliveto, M. D. Penta, S. Haiduc, B. Russo and M. Lanza. “Automatic Identification and Classification of Software Development Video Tutorial Fragments”. IEEE Transactions on Software Engineering, vol. 45(5), pp. 464–488, 2019. <https://doi.org/10.1109/TSE.2017.2779479>
- J3  8 A. Bacchelli, **A. Mocci**, A. Cleve and M. Lanza. “Mining structured data in natural language artifacts with island parsing”. Science of Computer Programming, vol. 150, pp. 31–55, 2017. <https://doi.org/10.1016/j.scico.2017.06.009>
- J2  46 M. Lanza, **A. Mocci** and L. Ponzanelli. “The Tragedy of Defect Prediction, Prince of Empirical Software Engineering Research”. IEEE Software, pp. 102–105, IEEE, 2016. <https://doi.org/10.1109/MS.2016.156>
- J1  6 **A. Mocci** and M. Sangiorgio. “Detecting component changes at run time with behavior models”. Springer Computing, pp. 191–221, Springer Wien, 2013. <https://doi.org/10.1007/s00607-012-0214-z>

Conference and Workshop Papers (51)

- C51 C. A. Furia and **A. Mocci**. “A Taxonomy of Design Quality in Super Mario Maker 2”. In 2026 IEEE Conference on Games (CoG), 2026.
- C50  3 C. A. Furia and **A. Mocci**. “What Makes a Level Hard in Super Mario Maker 2?”. In 2025 IEEE Conference on Games (CoG), pp. 1–8, 2025. <https://doi.org/10.1109/CoG64752.2025.11114357>
- C49 D. Travaglia, J. Findahl, M. D'Ambros, **A. Mocci** and R. Parchet. “Mining a Century of Swiss Trademark Data”. In Proceedings of the 2025 ACM Symposium on Document Engineering, Association for Computing Machinery, 2025. <https://doi.org/10.1145/3704268.3742704>
- C48  6 G. Di Rosa, **A. Mocci** and M. D'Ambros. “Visualizing Interaction Data Inside & Outside the IDE to Characterize Developer Productivity”. In Proceedings of VISSOFT 2020 (IEEE Working Conference on Software Visualization), pp. 38–48, IEEE, 2020. <https://doi.org/10.1109/VISSOFT51673.2020.00009>
- C47  16 E. Aghajani, **A. Mocci**, G. Bavota and M. Lanza. “The Code Time Machine”. In 2017 IEEE/ACM 25th International Conference on Program Comprehension (ICPC), pp. 356–359, 2017. <https://doi.org/10.1109/ICPC.2017.6>
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- C46  74 T. Dal Sasso, **A. Mocci**, M. Lanza and E. Mastrodicasa. “How to Gamify Software Engineering”. In Proceedings of SANER 2017 (24nd IEEE International Conference on Software Analysis, Evolution, and Reengineering), 2017. <https://doi.org/10.1109/SANER.2017.7884627>
- C45  12 P. Lima, E. Guerra, M. Nardes, **A. Mocci**, G. Bavota and M. Lanza. “An Annotation-based API for Supporting Runtime Code Annotation Reading”. In Proceedings of META 2017 (Workshop on Meta-Programming Techniques and Reflection @ SPLASH 2017), pp. 6–14, ACM, 2017. <https://doi.org/10.1145/3141517.3141856>

- C44 B. Lin, L. Ponzanelli, **A. Mocci**, G. Bavota and M. Lanza. “On the Uniqueness of Code Redundancies”. In 2017 IEEE/ACM 25th International Conference on Program Comprehension (ICPC), pp. 121–131, 2017. <https://doi.org/10.1109/ICPC.2017.36>
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- C43 B. Lin, S. Scalabrino, **A. Mocci**, R. Oliveto, G. Bavota and M. Lanza. “Investigating the Use of Code Analysis and NLP to Promote a Consistent Usage of Identifiers”. In 2017 IEEE 17th International Working Conference on Source Code Analysis and Manipulation (SCAM), pp. 81–90, 2017. <https://doi.org/10.1109/SCAM.2017.17>
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- C42 L. Ponzanelli, S. Scalabrino, G. Bavota, **A. Mocci**, M. D. Penta, R. Oliveto and M. Lanza. “Supporting Software Developers with a Holistic Recommender System”. In Proceedings of ICSE 2017 (39th ACM/IEEE International Conference on Software Engineering), 2017. <https://doi.org/10.1109/ICSE.2017.17>
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- C41 T. D. Sasso, A. Chiş, **A. Mocci**, T. Gîrba and M. Lanza. “Sympathy for the Devil: Reified Collection of Runtime Errors”. In Proceedings of PLATEAU 2017 (8th Workshop on Evaluation and Usability of Programming Languages and Tools @ SPLASH 2017), 2017.
- C40 F. Zampetti, L. Ponzanelli, G. Bavota, **A. Mocci**, M. D. Penta and M. Lanza. “How Developers Document Pull Requests with External References”. In 2017 IEEE/ACM 25th International Conference on Program Comprehension (ICPC), pp. 23–33, 2017. <https://doi.org/10.1109/ICPC.2017.30>
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- C39 T. Dal Sasso, **A. Mocci** and M. Lanza. “What Makes a Satisficing Bug Report?”. In Proceedings of QRS 2016 (17th IEEE International Conference on Software Quality, Reliability and Security), pp. 164–174, 2016. <https://doi.org/10.1109/QRS.2016.28>
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- C38 R. Minelli, **A. Mocci** and M. Lanza. “Measuring Navigation Efficiency in the IDE”. In Proceedings of IWESEP 2016 (7th IEEE International Workshop on Empirical Software Engineering in Practice), pp. 1–6, 2016. <https://doi.org/10.1109/IWESEP.2016.11>
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- C37 R. Minelli, **A. Mocci** and M. Lanza. “Visualizing the Evolution of Working Sets”. In Proceedings of VISSOFT 2016 (4th IEEE Working Conference on Software Visualization), 2016. <https://doi.org/10.1109/VISSOFT.2016.5>
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- C36 R. Minelli, **A. Mocci**, R. Robbes and M. Lanza. “Taming the IDE with Fine-grained Interaction Data”. In Proceedings of ICPC 2016 (24th International Conference on Program Comprehension), pp. 1–10, 2016. <https://doi.org/10.1109/ICPC.2016.7503714>
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- C35 L. Ponzanelli, G. Bavota, **A. Mocci**, M. D. Penta, R. Oliveto, M. Hasan, B. Russo, S. Haiduc and M. Lanza. “Too Long; Didn’t Watch! Extracting Relevant Fragments from Software Development Video Tutorials”. In Proceedings of ICSE 2016 (38th ACM/IEEE International Conference on Software Engineering), ACM Press, 2016.
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- C34 L. Ponzanelli, G. Bavota, **A. Mocci**, M. D. Penta, R. Oliveto, B. Russo, S. Haiduc and M. Lanza. “CodeTube: Extracting Relevant Fragments from Software Development Video Tutorials”. In Proceedings of ICSE 2016 (38th ACM/IEEE International Conference on Software Engineering) Companion, pp. 645–648, ACM Press, 2016. <https://doi.org/10.1145/2889160.2889172>
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- C33 A. Ciani, R. Minelli, **A. Mocci** and M. Lanza. “UrbanIt: Visualizing Repositories Everywhere”. In Proceedings of ICSME 2015 (31st IEEE International Conference on Software Maintenance and Evolution), pp. 324–326, IEEE CS Press, 2015. <https://doi.org/10.1109/ICSM.2015.7332479>
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- C32 N. Latorre, R. Minelli, **A. Mocci**, L. Ponzanelli and M. Lanza. “SODA: The Stack Overflow Dataset Almanac”. In Proceedings of MUD 2015 (5th Workshop on Mining Unstructured Data), pp. 1–5, 2015. <https://doi.org/10.1109/MUD.2015.7327961>
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- C31 R. Lemma, M. Lanza and **A. Mocci**. “CEL - Touching Software Modeling in Essence”. In Proceedings of SANER 2015 (22nd IEEE International Conference on Software Analysis, Evolution, and Reengineering), pp. 439–448, IEEE CS Press, 2015. <https://doi.org/10.1109/SANER.2015.7081854>
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- C30 L. Mastrangelo, L. Ponzanelli, **A. Mocci**, M. Lanza, M. Hauswirth and N. Nystrom. “Use at Your Own Risk: The Java Unsafe API in the Wild”. In Proceedings of OOPSLA 2015 (International Conference on Object Oriented Programming Systems Languages & Applications), pp. 695–710, ACM Press, 2015. <https://doi.org/10.1145/2858965.2814313>
- C29 R. Minelli, **A. Mocci** and M. Lanza. “Free Hugs: Praising Developers For Their Actions”. In Proceedings of ICSE 2015 (37th International Conference on Software Engineering, NIER Track), pp. 555–558, IEEE CS Press, 2015. <https://doi.org/10.1109/ICSE.2015.342>
- C28 R. Minelli, **A. Mocci** and M. Lanza. “I Know What You Did Last Summer – An Investigation of How Developers Spend Their Time”. In Proceedings of ICPC 2015 (23rd IEEE International Conference on Program Comprehension), pp. 25–35, 2015. <https://doi.org/10.1109/ICPC.2015.12>
-  **Most Influential Paper Award**
- C27 R. Minelli, **A. Mocci** and M. Lanza. “The Plague Doctor: A Promising Cure for the Window Plague”. In Proceedings of ICPC 2015 (23rd IEEE International Conference on Program Comprehension, ERA Track), pp. 182–185, 2015. <https://doi.org/10.1109/ICPC.2015.28>
- C26 L. Ponzanelli, **A. Mocci** and M. Lanza. “StORMeD: Stack Overflow Ready Made Data”. In Proceedings of MSR 2015 (12th Working Conference on Mining Software Repositories, Data Showcase Track), pp. 474–477, ACM Press, 2015. <https://doi.org/10.1109/MSR.2015.67>
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- C24 M. Romanelli, **A. Mocci** and M. Lanza. “Towards Visual Reflexion Models”. In Proceedings of ICPC 2015 (23rd IEEE International Conference on Program Comprehension, ERA Track), pp. 277–280, 2015. <https://doi.org/10.1109/ICPC.2015.38>
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- C22 T. D. Sasso, **A. Mocci** and M. Lanza. “Misery Loves Company - CrowdStacking Traces to Aid Problem Detection”. In Proceedings of SANER 2015 (22nd IEEE International Conference on Software Analysis, Evolution, and Reengineering), pp. 131–140, IEEE CS Press, 2015. <https://doi.org/10.1109/SANER.2015.7081823>
- C21 Y. Tymchuk, **A. Mocci** and M. Lanza. “Code Review: Veni, ViDI, Vici”. In Proceedings of SANER 2015 (22nd IEEE International Conference on Software Analysis, Evolution, and Reengineering), pp. 151–160, IEEE CS Press, 2015. <https://doi.org/10.1109/SANER.2015.7081825>
- C20 Y. Tymchuk, **A. Mocci** and M. Lanza. “ViDI: The Visual Design Inspector”. In Proceedings of ICSE 2015 (37th International Conference on Software Engineering), pp. 653–656, IEEE CS Press, 2015. <https://doi.org/10.1109/ICSE.2015.215>
- C19 L. Bigliardi, M. Lanza, A. Bacchelli, M. D'Ambros and **A. Mocci**. “Quantitatively Exploring Non-code Software Artifacts”. In Proceedings of QSIC 2014 (14th International Conference on Quality Software), pp. 286–295, 2014. <https://doi.org/10.1109/QSIC.2014.31>
- C18 M. Ghafari, C. Ghezzi, **A. Mocci** and G. Tamburrelli. “Mining Unit Tests for Code Recommendation”. In Proceedings of ICPC 2014 (22nd International Conference on Program Comprehension), pp. 142–145, ACM, 2014. <https://doi.org/10.1145/2597008.2597789>
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- C16 R. Minelli, L. Baracchi, **A. Mocci** and M. Lanza. “*Visual Storytelling of Development Sessions*”. In Proceedings of ICSME 2014 (30th International Conference on Software Maintenance and Evolution, ERA Track), pp. 416–420, 2014. <https://doi.org/10.1109/ICSME.2014.65>  12
- C15 R. Minelli, **A. Mocci**, M. Lanza and L. Baracchi. “*Visualizing Developer Interactions*”. In Proceedings of VISSOFT 2014 (2nd IEEE Working Conference on Software Visualization), pp. 147–156, 2014. <https://doi.org/10.1109/VISSOFT.2014.31>  49
- C14 R. Minelli, **A. Mocci**, M. Lanza and T. Kobayashi. “*Quantifying Program Comprehension with Interaction Data*”. In Proceedings of QSIC 2014 (14th International Conference on Quality Software), pp. 276–285, 2014. <https://doi.org/10.1109/QSIC.2014.11>  27
- C13 L. Ponzanelli, **A. Mocci**, A. Bacchelli and M. Lanza. “*Understanding and Classifying the Quality of Technical Forum Questions*”. In Proceedings of QSIC 2014 (14th International Conference on Quality Software), pp. 343–352, IEEE CS Press, 2014. <https://doi.org/10.1109/QSIC.2014.27>  107
- C12 L. Ponzanelli, **A. Mocci**, A. Bacchelli, M. Lanza and D. Fullerton. “*Improving Low Quality Stack Overflow Post Detection*”. In Proceedings of ICSME 2014 (30th International Conference on Software Maintenance and Evolution), pp. 541–544, IEEE, 2014. <https://doi.org/10.1109/ICSME.2014.90>  200
- C11 Y. Tymchuk, **A. Mocci** and M. Lanza. “*Collaboration in Open-source Projects: Myth or Reality?*”. In Proceedings of MSR 2014 (11th Working Conference on Mining Software Repositories), pp. 304–307, ACM, 2014. <https://doi.org/10.1145/2597073.2597093>  37
- C10 C. Ghezzi and **A. Mocci**. “*Behavioral validation of JFSL specifications through model synthesis*”. In Proceedings of ICSE 2012 (34th International Conference on Software Engineering), pp. 936–946, 2012. <https://doi.org/10.1109/ICSE.2012.6227126>  3
- C9 C. Ghezzi, **A. Mocci** and M. Sangiorgio. “*Runtime Monitoring of Component Changes with Spy@Runtime*”. In Proceedings of ICSE 2012 (34th International Conference on Software Engineering), pp. 1403–1406, IEEE Press, 2012. <https://doi.org/10.1109/ICSE.2012.6227237>  27
- C8 A. Bacchelli, A. Cleve, M. Lanza and **A. Mocci**. “*Extracting structured data from natural language documents with island parsing*”. In Proceedings of ASE 2011 (26th IEEE/ACM International Conference On Automated Software Engineering), pp. 476–479, 2011. <https://doi.org/10.1109/ASE.2011.6100103>  55
- C7 L. Cardamone, C. Ghezzi and **A. Mocci**. “*Dynamic Synthesis of Program Invariants using Genetic Programming*”. In 2011 IEEE Congress on Evolutionary Computation (CEC 2011), 2011. <https://doi.org/10.1109/CEC.2011.5949677>  4
- C6 C. Ghezzi, **A. Mocci** and M. Sangiorgio. “*Runtime Monitoring of Functional Component Changes with Behavior Models*”. In Models in Software Engineering, pp. 152–166, Springer Berlin / Heidelberg, 2011. https://doi.org/10.1007/978-3-642-29645-1_17  16  Best Paper Award
- C5 C. Ghezzi and **A. Mocci**. “*Behavior model based component search: an initial assessment*”. In Proceedings of SUITE 2010 (ICSE Workshop on Search-driven Development: Users, Infrastructure, Tools and Evaluation), pp. 9–12, ACM, 2010. <https://doi.org/10.1145/1809175.1809178>  15
- C4 C. Ghezzi, **A. Mocci** and G. Salvaneschi. “*Automatic Cross Validation of Multiple Specifications: A Case Study*”. In Fundamental Approaches to Software Engineering, 13th International Conference, FASE 2010, Held as Part of the Joint European Conferences on Theory and Practice of Software, ETAPS 2010, Paphos, Cyprus, March 20–28, 2010. Proceedings, pp. 233–247, 2010. https://doi.org/10.1007/978-3-642-12029-9_17  8

- C3 C. Ghezzi, **A. Mocci** and M. Monga. “*Synthesizing intensional behavior models by graph transformation*”. In 31st International Conference on Software Engineering (ICSE 2009), pp. 430–440, 2009. <https://doi.org/10.1109/ICSE.2009.5070542>
- C2 L. Baresi, C. Ghezzi, **A. Mocci** and M. Monga. “*Using graph transformation systems to specify and verify data abstractions*”. In Proceedings of GT-VMT 2008 (7th International Workshop on Graph Transformation and Visual Modeling Techniques), pp. 277–290, European Association of Software Science and Technology, 2008. <http://eceasst.cs.tu-berlin.de/index.php/eceasst/article/view/155/155>
- C1 C. Ghezzi, **A. Mocci** and M. Monga. “*Efficient recovery of algebraic specifications for stateful components*”. In Proceedings of IWPSE 2007 (7th International Workshop on Principles of software evolution), pp. 98–105, ACM, 2007. <https://doi.org/10.1145/1294948.1294972>

Book Chapters (1)

- BC1 A. Metzger, S. Benbernou, M. Carro, M. Driss, G. Kecskemeti, R. Kazhamiakin, K. Kritikos, **A. Mocci**, E. Di Nitto, B. Wetzstein and F. Silvestri. “*Analytical Quality Assurance*”. In Service Research Challenges and Solutions for the Future Internet, pp. 209–270, Springer, 2010.

Technical Reports (3)

- TR3 E. Di Nitto, V. Mazza and **A. Mocci**. “*Collection of Industrial Best Practices, Scenarios and Business Cases*”. Technical report, Deliverable CD-IA-2.2.2, S-Cube Consortium, May 2009. https://www.s-cube-network.eu/results/deliverables/wp-ia-2.2/CD-IA-2.2.2_Collection_of_industrial_best_practices_scenarios_and_business_cases.pdf/at_download/file
- TR2 **A. Mocci**. “*Efficient Code Clone Detection by Leveraging Parsing Techniques*”. Technical report, Dipartimento di Elettronica e Informazione, Politecnico di Milano, November 2009.

- TR1 S. Benbernou, I. Brandic, M. Carro, M. Comuzzi, E. Di Nitto, M. Driss, J. Hielscher, R. Kazhamiakin, G. Kecskemeti, A. Kertesz, K. Kritikos, A. Metzger, H. Meziane, **A. Mocci**, B. Pernici, P. Plebani, S. Sen, F. Silvestri and B. Wetzstein. “*Survey of Quality Related Aspects Relevant for Service-based Applications*”. Technical report, Deliverable PO-JRA-1.3.1, S-Cube Consortium, July 2008. <https://www.s-cube-network.eu/results/deliverables/wp-jra-1.3/PO-JRA-1.3.1-Survey-of-quality-related-aspects-relevant-for-SBAs.pdf>