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Research Interests

My research is primarily focused on **software engineering** and **software project management**, encompassing a diverse range of empirical methodologies, including literature reviews, quantitative studies (e.g., partial least squares structural equation modeling), and qualitative approaches (e.g., grounded theory). The main focus is on the **socio-technical aspects** of software development, analyzing social and managerial dimensions while considering the role of technology in these contexts. During my Ph.D., my research primarily concentrated on **distributed software development**, investigating the influence of cultural factors and values in software development processes. More recently, I have explored the use of **virtual reality** to enhance collaboration within development teams and have begun investigating **generative AI agents**. My interest in this area is also driven by the goal of making empirical research findings more accessible and applicable to software practitioners. Additionally, my postdoctoral research and assistant professor position at AAU is leading me to examine socio-technical aspects within open-source communities that develop **quantum software**. Moreover, I am also starting to investigate **Video Game Development** and its intersection with all the previously mentioned areas, and starting to investigate more HCI-related aspects to inform SE practices.

Education and Qualification

2025 - PRESENT

Assistant Professor / AAU, Copenhagen (Denmark)

Description: Since 1 August 2025, I have been an assistant professor at Aalborg University's Copenhagen campus. My research and teaching activities focus on software engineering and the human aspects of software development.

2024 - 2025

Postdoctoral Researcher / UNISA, Salerno (Italy)

Project: "QUASAR: QUAntum software engineering for Secure, Affordable, and Reliable systems", grant 2022T2E39C, under the PRIN 2022 MUR program funded by the EU - NGEU

Coordinator: Andrea De Lucia

2021 - 2024

Ph.D. Student in Computer Science / UNISA, Salerno (Italy)

Excellent (Top Grade) — **Computer Science** Curriculum

Thesis Title: Investigating Cultural Dispersion: On the Role of Cultural Aspects in Socio-Technical Activities of Software Development Teams

Advisor: Filomena Ferrucci

2019 - 2021

Master's degree in Computer Science / UNISA, Salerno (Italy)

110/110 Magna Cum Laude (Top grade) — **Software Engineering and IT Management** curriculum

Thesis Title: Cultural and Geographical Dispersion Impact on Collaboration and Communication of Software Development Teams

Advisors: Filomena Ferrucci, Fabio Palomba, Gemma Catolino

Teaching and Advising Activity

Software 5 Supervision Activity at AAU

I supervised two groups of students during the fifth semester (2025) teaching at AAU in Copenhagen. The aim of the project was a coordinated activity between various groups involving maintenance and evolution of a software product in a Scrum context.

System Development (SU) course at AAU

I have been appointed to teach the course on system development at AAU in Copenhagen from 1 September 2025. The course focuses on the basics of systematic software product development, concentrating on the phases of domain understanding, requirements engineering, and translation into software architectures and design patterns. Innovative tools (e.g., Mentimeter) are used during teaching to stimulate learning and active student participation.

Thesis Advising at the University of Salerno

From 2021 to the present, I have been involved in the advising process of more than 30 theses (bachelor and master) on Software Engineering, Software Project Management, and AI for Software Engineering.

Software Project Management Lecture

In December 2024, I delivered a lecture titled "Research Approaches for Software Project Management—Connecting Research and Industry." The lecture focused on explaining various statistical methods (e.g., PLS-SEM) and research approaches (e.g., formulating meaningful research questions) to a group of master's students enrolled in a software project management course.

Software Engineering Help Teaching 2023/24

During 2023/24, I won the call for help teaching activity for a Software Engineering course at the University of Salerno (30 hours). The course was attended in the University of Salerno and involved 60 students.

PCTO Activity 2023

In 2023, I conducted a School-University (PCTO) tutoring activity at three schools in the province of Salerno (30 hours). The PCTO activities involved three Higher Education Institutions, namely (1) I.I.S. "Basilio Focaccia" (Salerno), (2) "Pitagora Croce" (Torre Annunziata), and (3) "F. De Sanctis" (Salerno). The activities involved 60 students.

Software Engineering Help Teaching 2022/23

During 2022/23, I won the call for help teaching activity for a Software Engineering course at the University of Salerno (30 hours). The course was partially attended online due to the COVID-19 pandemic and involved 70 students.

Software Engineering Help Teaching 2021/22

During 2021/22, I won the call for help teaching activity for a Software Engineering course at the University of Salerno (30 hours). The course was attended online due to the COVID-19 pandemic and involved 80 students.

Grants and Fundings

Mitacs Grant IT43497

I was honored with an award for a grant research proposal in Canada supported by Mitacs. The research project is titled "Identifying Critical Success Factors in Video Game Development: A Meta-Analysis Approach" and will be supervised by Professor Paul Ralph (Dalhousie University) and Professor Fabio Palomba (University of Salerno).

Publications

2026

[J11] Lambiase, S., & De Lucia, A. (2026). Quantifying adoption: A SEM study of quantum software technology in software development. *Empirical Software Engineering*, 31(3), 69.

2025	[J10]	De Martino, V., Lambiase, S., Pecorelli, F., van den Heuvel, W. J., Ferrucci, F., & Palomba, F. (2025). Sustainability of Machine Learning-Enabled Systems: The Machine Learning Practitioner's Perspective. <i>ACM Transactions on Software Engineering and Methodology</i> .
	[J9]	Della Porta, A., Lambiase, S., Catolino, G., Ferrucci, F., & Palomba, F. (2025). A Novel, Tool-Supported Catalog of Community Smell Symptoms. <i>Journal of Software: Evolution and Process</i> , 37(11), e70067.
	[C17]	Lambiase, S., De Stefano, M., Palomba, F., Ferrucci, F., & De Lucia, A. (2025, September). Socio-Technical Well-Being of Quantum Software Communities: An Overview on Community Smells. In <i>Euromicro Conference on Software Engineering and Advanced Applications</i> (pp. 39-56). Cham: Springer Nature Switzerland.
	[C16]	Cardia, F., Pentangelo, V., Lambiase, S., Gravino, C., Palomba, F., & Marras, M. (2025, September). Toward Realistic AI-Generated Student Questions to Support Instructor Training. In <i>European Conference on Technology Enhanced Learning</i> (pp. 107-122). Cham: Springer Nature Switzerland.
	[J8]	Pentangelo, V., Turco, L., Lambiase, S., Gravino, C., & Palomba, F. (2025). SENEM-AI: Leveraging LLMs for student behavior simulation in virtual learning environments. <i>SoftwareX</i> , 31, 102278.
	[J7]	Lambiase, S. (2025). Exploring Emotional Intelligence Across Job Roles in Video Game Development Teams. <i>IEEE Transactions on Games</i> .
	[C15]	Della Porta, A., Lambiase, S., & Palomba, F. (2025). Do Prompt Patterns Affect Code Quality? A First Empirical Assessment of ChatGPT-Generated Code. In <i>Proceedings of the 29th International Conference on Evaluation and Assessment in Software Engineering</i> .
	[C14]	Annunziata, G., Lambiase, S., Palomba, F., Catolino, G., & Ferrucci, F. (2025). How Do Communities of ML-Enabled Systems Smell? A Cross-Sectional Study on the Prevalence of Community Smells. In <i>Proceedings of the 29th International Conference on Evaluation and Assessment in Software Engineering</i> .
	[C13]	Voria, G., Lambiase, S., Schiavone, M. C., Catolino, G., & Palomba, F. (2025, April). From expectation to habit: Why do software practitioners adopt fairness toolkits?. In <i>2025 IEEE/ACM 47th International Conference on Software Engineering: Software Engineering in Society (ICSE-SEIS)</i> (pp. 94-105). IEEE.
2024	[J6]	Annunziata, G., Lambiase, S., Tamburri, D. A., van den Heuvel, W. J., Palomba, F., Catolino, G., ... & De Lucia, A. (2024). Uncovering Community Smells in Machine Learning-Enabled Systems: Causes, Effects, and Mitigation Strategies. <i>ACM Transactions on Software Engineering and Methodology</i> .
	[C12]	Pentangelo, V., Di Dario, D., De Martino, V., Buono, M. D., & Lambiase, S. (2024, November). Accelerating 3D Scene Development for the Metaverse: Lessons from Photogrammetry and Manual Modeling. In <i>2024 2nd International Conference on Intelligent Metaverse Technologies & Applications (iMETA)</i> (pp. 190-197). IEEE.
	[J5]	Russo, D., Baltés, S., van Berkel, N., Avgeriou, P., Calefato, F., Cabrero-Daniel, B., ... & Vasilescu, B. (2024). Generative ai in software engineering must be human-centered: The copenhagen manifesto. <i>Journal of Systems and Software</i> , 216, 112115.
	[J4]	Lambiase, S., Catolino, G., Palomba, F., & Ferrucci, F. (2024). Motivations, Challenges, Best Practices, and Benefits for Bots and Conversational Agents in Software Engineering: A Multivocal Literature Review. <i>ACM Computing Surveys</i> , 57(4), 1-37.
	[C11]	Annunziata, G., Ferrara, C., Lambiase, S., Palomba, F., Catolino, G., Ferrucci, F., & De Lucia, A. (2024, August). An Empirical Study on the Relation Between Programming Languages and the Emergence of Community Smells. In <i>2024 50th Euromicro Conference on Software Engineering and Advanced Applications (SEAA)</i> (pp. 268-275). IEEE.
	[C10]	Lambiase, S. (2024, June). Cultural and Socio-Technical Aspects in Software Development. In <i>Proceedings of the 28th International Conference on Evaluation and Assessment in Software Engineering</i> (pp. 482-487).

	<p>[J3] Pentangelo, V., Di Dario, D., Lambiase, S., Ferrucci, F., Gravino, C., & Palomba, F. (2024). SENEM: A software engineering-enabled educational metaverse. <i>Information and Software Technology</i>, 107512.</p> <p>[C9] Annunziata, G., Lambiase, S., Palomba, F., & Ferrucci, F. (2024). SERGE–Serious Game for the Education of Risk Management in Software Project Management. Accepted at the 2024 ACM/IEEE 46th International Conference on Software Engineering: Software Engineering Education and Training.</p> <p>[C8] Lambiase, S. (2024). Investigating Cultural Dispersion: on the Role of Cultural Differences in Software Development Teams. Accepted at the 2024 ACM/IEEE 46th International Conference on Software Engineering: Doctoral Symposium.</p> <p>[C7] Lambiase, S., Catolino, G., Della Piana, B., Ferrucci, F., & Palomba, F. (2024). Dealing With Cultural Dispersion: a Novel Theoretical Framework for Software Engineering Research and Practice. Accepted at the 2024 ACM/IEEE 46th International Conference on Software Engineering: Software Engineering in Society.</p> <p>[J2] Lambiase, S., Catolino, G., Pecorelli, F., Tamburri, D. A., Palomba, F., van den Heuvel, W. J., & Ferrucci, F. (2024). An Empirical Investigation Into the Influence of Software Communities’ Cultural and Geographical Dispersion on Productivity. <i>Journal of Systems and Software</i>, 208, 111878.</p>
2023	<p>[J1] Amato, F., Cicalese, M., Contrasto, L., Cubicciotti, G., D’Ambola, G., La Marca, A., ... & Palomba, F. (2023). QuantuMoonLight: A low-code platform to experiment with quantum machine learning. <i>SoftwareX</i>, 22, 101399.</p> <p>[C6] Di Dario, D., Pontillo, V., Lambiase, S., Ferrucci, F., & Palomba, F. (2023, September). Security Testing in The Wild: An Interview Study. In 2023 49th Euromicro Conference on Software Engineering and Advanced Applications (SEAA) (pp. 191-198). IEEE.</p> <p>[C5] De Vito, G., Lambiase, S., Palomba, F., & Ferrucci, F. (2023, September). Meet C4SE: Your New Collaborator for Software Engineering Tasks. In 2023 49th Euromicro Conference on Software Engineering and Advanced Applications (SEAA) (pp. 235-238). IEEE.</p>
2022	<p>[C4] Voria, G., Pentangelo, V., Della Porta, A., Lambiase, S., Catolino, G., Palomba, F., & Ferrucci, F. (2022, October). Community Smell Detection and Refactoring in SLACK: The CADOCs Project. In 2022 IEEE International Conference on Software Maintenance and Evolution (ICSME) (pp. 469-473). IEEE.</p> <p>[C3] Lambiase, S., Catolino, G., Pecorelli, F., Tamburri, D. A., Palomba, F., Van Den Heuvel, W. J., & Ferrucci, F. (2022, August). “There and Back Again?” on the influence of software community dispersion over productivity. In 2022 48th Euromicro Conference on Software Engineering and Advanced Applications (SEAA) (pp. 177-184). IEEE. (Best Paper Award)</p> <p>[C2] Lambiase, S., Catolino, G., Tamburri, D. A., Serebrenik, A., Palomba, F., & Ferrucci, F. (2022, May). Good fences make good neighbours? on the impact of cultural and geographical dispersion on community smells. In Proceedings of the 2022 ACM/IEEE 44th International Conference on Software Engineering: Software Engineering in Society (pp. 67-78).</p>
2020	<p>[C1] Lambiase, S., Cupito, A., Pecorelli, F., De Lucia, A., & Palomba, F. (2020, July). Just-in-time test smell detection and refactoring: The darts project. In Proceedings of the 28th international conference on program comprehension (pp. 441-445).</p>

Research Committees

2026	E-QSE 2026 (Organizer); MSR-RR 2026; ICSE-SEET 2026; ICPC 2026
2025	SANER 2025; FSE-IVR 2025; E-QSE 2025; ICSME 2025; EASE 2025
2024	SCAM-NIER 2024; ICSME-NIER 2024; ICSE-SEET 2024; SANER 2024
2023	MENSURA 2023; ICSEA 2023; MSR 2023; SCAM-NIER 2023

External Experiences and Visiting Periods

Sustainability Education Week 24–30 November 2025	I was invited to give a talk on the impact of Generative AI on mental wellbeing at an event at the University of Salerno, Italy. The title of the talk is “The Double-Edged Sword of Digital Technologies: How AI Shapes Cognitive Load and Well-Being.”
Aalborg University Copenhagen Abroad Period (2024)	I was a visiting student for three months at Aalborg University Copenhagen under the ERASMUS program. During these three months, I studied the Structural Equation Modelling statistical method and applied it to a research project focusing on the role of individual cultural values in the adoption of large language models for software development purposes.

Public Relations and Experiences

EASE 2024 Local Arrangement	I was member of the local arrangement committees of the International Conference on Evaluation and Assessment in Software Engineering (EASE 2024)
ISSSE 2024 Organizing Team	I was a member of the organizing team of the 17th International Summer School on Software Engineering University of Salerno (ISSSE 2024).
ISSSE 2023 Web Chair and Organizing Team	I was web chair of the the 16th International Summer School on Software Engineering University of Salerno (ISSSE 2023). Moreover, I was a member of the Software Engineering Laboratory Salerno that was responsible for organizing the school and supported in all social and technical activities.
ICSE 2022 Student Volunteer	I was a student volunteer for the 44th IEEE/ACM International Conference on Software Engineering—ICSE' 22 (virtual).
GE@ICSE 2022 Social Media and Web Chair	I was social media and web chair of the GE@ICSE 2022, an ICSE 2022 workshop about the role, difficulties, and opportunities concerning people of different gender in the field of software engineering, in research, education and industry.

Certificates and Awards

ICSE-SEET 2024 Distinguished Reviewer	Distinguished Reviewer Award at the 46th International Conference on Software Engineering—Software Engineering Education and Training (ICSE-SEET 2024)
Copenhagen Symposium	Certificate of attendance to the 1 st Copenhagen Symposium on Human-Centered Software Engineering AI in Copenhagen, organized by Prof. Daniel Russo.
SEAA 2022 Best Paper Award	During my first year as a Ph.D. student, I was honored with the Best Paper Award at the Euromicro Software Engineering and Advanced Applications Conference (SEAA 2022).
Student Volunteer ICSE 2022	Certificate of participation as a student volunteer at the International Conference on Software Engineering 2022.
Euromicro SEAA 22 Best Paper Award	Best paper award at the 48th Euromicro Conference on Software Engineering and Advanced Applications.
B1 Cambridge	Cambridge English Entry Level Certificate in ESOL International (Entry 3) (Preliminary).
C1 CLA	CLA (Centro Linguistico di Ateneo) certificate for having followed and passed a C1 level English course.
PMBOK	Certificate of participation to a management course on the PMBOK areas.

Academic Software Projects

CADOCS	A conversational agent developed for the Slack platform and able to use third-party tools to identify and manage community smells in software development communities on GitHub. Link
DARTS	IntelliJ IDE plugin for the detection and refactoring of test smells in Java test classes B.Sc. Degree thesis subject. It is available on the Android Studio plugin store. Link
MyPallene	Compiler, written in Java, for a custom language. University project. Link
ErwinBot	Software management support bot, built with node.js and Azure services. University project. Link

Organizational and Relational Skills

Communication and Collaboration During my degrees I have done a lot of team projects, which all ended successfully. Moreover, I worked in groups on various articles and in various research contexts, developing my professional communication skills.

Leadership and Mentoring During projects I always try to identify an effective process and for that I often am put in charge to guide the team. Furthermore, I have led numerous students during other research works, projects and theses, successfully guiding them and also forging strong bonds. Thanks to this, it is common that people come to me to ask tips and concepts not really clear for them.

Problem Solving As a computer science student, I must learn a lot of problem-solving techniques to go through technical and social problems. During my Ph.D., I had to conduct research by facing numerous problems and overcoming them through research designs developed ad hoc for specific occasions.

Dissemination During my Ph.D., I found myself several times on committees or as publicity chair of events. In addition to that, I presented at a variety of conferences my work. All these situations led to the development of my social skills in dissemination.

Technical Skills

Writing LaTeX, Office Word, Google Doc

Programming Dart, Java, Node.js, R, C/C#

Framework Flutter, Spring MVC, Spring Boot, React Native, Electron

Cloud Azure and Firebase

Web HTML5, CSS, JavaScript

Versioning Git, GitHub, GitLab

Database SQL, MongoDB, Firestore, Neo4j

Tools Microsoft Project 2019, Office Suite, Google Suite, VS Code, IntelliJ, Eclipse

Language Skills

Italiano Mother tongue

Inglese Understanding: C1

Speaking: C1

Writing: C1

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