



Curriculum vitae of **Gaetano Machi**

Areas of expertise

Labor law and new technologies.
Labor market law and public policies.
Data protection law.

Education

Since October 2019: PhD candidate “Learning and innovation in social contexts and workplaces” at Università degli Studi di Siena.

Research project: analysis of the possible effects of the application smart contracts both with regard to the employment contract and to labor market management.

October 2014 – July 2019: Master Degree in Law at Università degli Studi di Milano (Milan).

Title of the dissertation: “Active Labor Market Policies and blockchain: a new issue for the European labor law framework?”

September 2009 – July 2014: Diploma in accounting and bookkeeping at I.S.I.S.S. “Giovanni Maironi da Ponte”, 24030 Presezzo (BG).

Work experience

Since October 2019: Public policies advisor at PTSCLAS S.p.a.

Technical assistance to Liguria and Lombardia (two regions in the North of Italy) about education, training and labor market policies:

- Design and monitoring of public policies;
- Technical support for the deployment of public policies.

Since July 2014: Participation to the project “Fabbrica dei Talenti” in ADAPT as a Junior Fellow.

Professional skills

Analysis and interpretation of laws in order to evaluate their effects, especially from a socio-economic point of view.
Critical analysis and interpretation of data and their visual representations in order to evaluate public policies' effects.

Language skills

Italian: mother tongue

English: C1

French: B1

IT skills

Excellent knowledge of Word, Excel, PowerPoint from the Microsoft Office suite and the respective software from the Open Office suite.
Excellent learning ability of new software.

Personal and social skills

Great self-management skills, especially with regard to activities' organization and planning during long-term projects and under pressure and tight deadlines.
Good written and oral communication skills.

Non-professional interests

Politics, economics, IT and new technologies, sports and e-sports.

