

CONTACT



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@antoniorinaldi

CERTIFICATIONS

- Unity Essentials Pathway,
 Settembre 2021
 Unity Technologies
- Unity Junior Programmer, Settembre 2021 Unity Technologies
- Unreal Engine Fundamental
 Novembre 2024
 Coursera
- Generative AI
 Dicembre 2024
 IBM

LANGUAGES

At Italian: Native

English: Fluent

PROJECT

- Stella project
- Avatar clothing simulation
- Super Mario Game
- Object recognition with distance calculation
- Big data project for regional authority

ANTONIO RINALDI

SOFTWARE ENGINEER

PANORAMICA

Highly motivated and skilled Graduate Software Engineer with a strong educational background in Computer Science and Engineering. Experienced in software development, artificial intelligence, and robotics, with a proven ability to collaborate effectively in team environments. Committed to continuous learning and passionate about developing innovative solutions.

PROFESSIONAL EXPERIENCE

Unity 3D VR Developer

DOCOnline s.r.l Luglio 2025 Development of interactive 3D VR applications

Software engineer

IRCCS Fondazione Stella Maris Gennaio 2024 - Giugno 2024

- Participated in the "Stella Project" for research and assistance of children with autism spectrum disorder using the NAO social robot.
- Developed and implemented Python-based AI algorithms for object recognition.
- Collaborated with a multidisciplinary team to enhance therapeutic interventions.

EDUCATION

Esame di Stato per l'abilitazione all'esercizio della Professione di Ingegnere, Ingegneria Informatica, sez. A.

Laurea magistrale in Ingegneria Informatica 110/110

Università degli studi della Basilicata

Thosis

Experimental therapy sessions with the NAO social robot for children with autism spectrum disorder in collaboration with Chiaromonte Hospital.

- Developed therapeutic software for the NAO robot to assist children with autism.
- Utilized AI and machine learning techniques for improving interaction and engagement during therapy sessions.

Laurea Triennale in Scienze e Tecnologie Informatiche Università degli studi della Basilicata

Thesis

Physics simulation system for clothing on an avatar controlled via Kinect V2 sensor.