

Francesco Frattolillo

Curriculum Vitae

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Education

- 2017–2021 : **MSc in Artificial Intelligence and Robotics**, *Sapienza University of Rome*, Rome.
MSc Thesis: "Adaptive Playing and Opponent Modeling in Competitive Games", supervised by Prof. Luca Iocchi
Final Grade: 110/110L
- 2014–2017: **BSc in Computer Engineering**, *University of Naples Federico II*, Naples.
BSc Thesis: "Fusione di dati radar e multispettrali per il monitoraggio di infrastrutture critiche", supervised by Prof. Giuseppe Ruello
Final Grade: 98/110

Research Experience

Sapienza University of Rome, Rome

- 2022 ***Mixed Human-UAV Reinforcement Learning: Literature Review and Open Challenges*** .
Accepted at the ICCAS Conference and to be presented in June
- 2022 ***Participated in the Eurocontrol Masterclass challenge***.
The topic was conflict resolution with reinforcement learning in a Multi-UAV scenario.
- 2022 – ***Review of Multi-Agent Deep Reinforcement Learning Approaches***.
present Currently working on a review on cooperative reinforcement learning solutions for multi-UAV applications.
- 2021 ***Adaptive Playing and Opponent Modeling in Competitive Games***.
Proposed and implemented a new method to dynamically scale the opponent's strength, in proportion to the player's abilities, in a two player, perfect information, turn based, zero sum and competitive game.
[Link to the Thesis](#), [Link to the Code](#).
- Advisor : **Prof. Luca Iocchi**, *Full Professor, Sapienza University of Rome* ([Personal Web-page](#))

Supervised Master Students

Luca Faraoni, *Multi agent model based reinforcement learning*.

Computer skills

Programming Languages	Python, C++, Javascript, SQL, MATLAB, Java
Markup Languages	LaTeX, HTML
Main Libraries	Pytorch, RLib, Numpy, Tensorflow, Matplotlib, OpenCV,...
Software and Tools	Visual Studio Code, Spyder, Git, Docker, Eclipse, Netbeans