

ANGELO DELLI SANTI

Computer Vision Engineer

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PROFESSIONAL EXPERIENCE

Deep Learning Engineer

09/2025 - Present

Zenseact Lund, SE

- Developed auto annotation pipeline using pointcloud data
- Integrated a perception head for parking slot detection into a multi-modal sensor fusion network using BEV scene representation from cameras, radars, and lidars in production-deployed automotive systems.
- Implemented transformer based network head

Experienced Computer Vision Engineer

04/2024 - 08/2024

Axis Communications Lund, SE

- Worked with ViT models, visual embeddings, semi-supervised learning, auto annotations

Computer Vision Engineer

12/2021 - 04/2024

Axis Communications Lund, SE

- Developed Computer Vision Analytics applications in Python, C++, and Docker
- Trained Deep Learning models on AWS and applied quantization
- Deployed models on various edge devices
- Worked with AWS (EC2 Instances, Lambda, SageMaker) and Azure
- Worked on Automation using GitHub actions
- Encouraged open-source publications
- Supervised master thesis "Object Detection on Fisheye Images"

Computer Vision Engineer - Master Thesis

03/2021 - 11/2021

Axis Communications Stockholm, SE

- "Speeding up Object Detection using Bayer Filters"

PROJECTS

Image Colorful Colorization

<https://github.com/Corallo/DeepLearning-Project-Colorization>

Implemented and improved Deep Learning Colorization algorithm based on the paper Image Colorful Colorization. Extended implementation using GAN networks.

Atari-Breakout Reinforcement Learning

<https://github.com/Corallo/Atari-BreakOut-AI>

Trained an AI using Reinforcement Learning to play Atari-Breakout (Arcade Video Game)

Parallel Branch and Bound algorithm for TSP

<https://github.com/Corallo/BranchAndBound-TSP>

Realized an algorithm to solve the Traveler Salesman Problem, using C++ and MPI

Multi-Agent algorithms for various tasks

<https://github.com/Corallo/Multi-Agent-2> <https://github.com/Corallo/Multi-Agent-3>

Implemented several algorithms for Multi-Agent AI tasks

- Path planning
- Vehicle routing problem
- Art gallery problem
- Formation keeping
- Collision avoidance
- Simulated warfare

EDUCATION

Master of Science, Machine Learning

2019 - 2021

KTH Royal Institute of Technology Stockholm, SE

Bachelor of Science, Computer Engineering

2015 - 2019

Polytechnic University of Turin Turin, IT



SUMMARY

Passionate Machine Learning Engineer with expertise in both Embedded Systems and Cloud. Comfortable with Python, C/C++, and Docker. Experience in various cloud platforms, such as AWS and Azure, with a strong commitment to open-source collaboration.

SKILLS

Machine Learning • Deep Learning • Data Mining • Parallel Computing • Linear Programming • Linux

TOOLS

Pytorch • TensorFlow • Docker • Slurm • AWS • Apache Spark • MPI • ModelSim • Ida

LANGUAGES

English Native |||||

Italian Native |||||

Swedish Beginner |||||

AWARDS

💎 **5th place CSAW EU 2019**

Hacking CTF university competition

PUBLICATIONS

Capture the flag write-ups

Write-ups about my solutions for CTF competitions

<https://pwnthem0le.polito.it/authors/XxcoralloxX/>

Advent of code

My solutions of the Advent of code challenges

<https://github.com/Corallo/Advent-of-code>