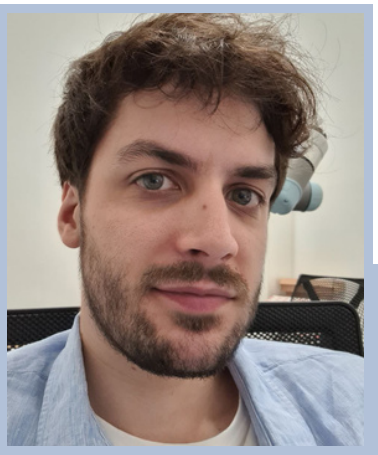
Federico Dassiè



I am a programmer with a passion for computer science, history, and geopolitics. I am always looking for new technological solutions and innovative approaches that stimulate my interests. In addition to coding, I am a gamer, an avid reader, and a true information maniac.

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08/01/1997

Work Experience

2020-2021 — **Web Developer** - VeDPH (Venice Center for Digital & Public Humanities), Venice

- Collaboration on the project/webdoc "I conti con la Storia, le leggi razziali tra televisione e storiografia", published for Ca' Foscari University

Feb 2022-Feb 2024 — **Python Developer** - ArchiVe (Fondazione Giorgio Cini), Venice

- Development of automated pipelines for image post-production and object recognition (Computer Vision, PyTorch, Detectron)

Mar 2024-in corso — **Research Fellow** - Centre for Cultural Heritage Technology (CCHT-IIT), Venezia

- Robotic manipulation for material transport and robotic arm movement (UR, Robotiq) + simulation (Genesis), Computer Vision and 3D reconstruction using cameras, 3D scanners (Artec, Polyga) and various digital reconstruction methods (SfM, NerF, Gaussian Splatting)
- Collaboration with the CTE-Genova project, aimed at the digital reconstruction of archaeological finds through an automated system for scanning and digitizing objects

Education

ITST J.F. Kennedy (PN)

- Diploma in Computer Science (2016)

Università Ca' Foscari, Venice

- Bachelor Degree in History (2019)
- First Level Master in Digital Humanities (2020)
- Master's Degree in Digital & Public Humanities (2022)

Languages

- Italian: native speaker
- English: advanced (C1)

Publications

- A. Babini; F. Dassiè; S. Frascella, Hyperspectral imaging analysis through robotic acquisition, *To be published*, 2025
- J. Ahmad; F. Dassiè; S. Frascella et al., Robotic automation for Cultural Heritage reconstruction, *To be published*, 2025
- J. Ahmad; S. Frascella; F. Dassiè et al., **AAPOE: Automated Artifacts Position and Orientation Estimation in Cultural Heritage**, *International Conference on Mechatronic and Embedded Systems and Applications (MESA)*, 2024
- F. Dassiè, **Machine Learning and Computer Vision in the Humanities**, *Università Ca' Foscari (Master's Thesis)*, 2022

Digital Competences

Programming

Python

Image Classification, Object Detection and Image Segmentation (OpenCV, PyTorch, Detectron);
Digital 3D Reconstruction (SfM, NerF, Gaussian Splatting);
Robotic arms movement with gripper and simulation (UR RTDE, Polyscope, Genesis);
Data Analysis (Pandas, Matplotlib, Seaborn, sklearn)

HTML/CSS/Javascript, SQL

HTML5; Bootstrap; Leaflet (mapping to Dante 1491) and other JS libraries; SQL queries for data selection, relational database knowledge and development

C++, C#

Used mainly to remotely interface with API/SDK for automation of various tools or development of specific/situational scripts and applications

Others

- Storyboarding (Wikitude)
- 3D Modeling (Agisoft Metashape, Artec Studio, Polyga FlexScan, Meshroom)
- Digital epigraphy, paleography and georeferencing (EVT, GIS)
- Microsoft Office (Word, Excel, PowerPoint, Access)
- Editing (Adobe Lightroom, Acrobat DC, OBS Studio)
- Communication (Discord, Microsoft Teams, Zoom, Google Meet, Team Viewer)