MATTEO VILLANI

COMPUTER ENGINEER – AI & ROBOTICS

INFORMATIONS

07-12-2000

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Carrer de Pujades 77-79, Barcelona

Portfolio

INTERESTS

- Robotics
  - Intelligent Autonomous Systems
  - Robotic Vision
- Computer Vision
- Software developing
- AI - Machine Learning
  - Deep Learning
  - Reinforcement Learning
- Embedded systems

SKILLS

- Problem solving
- Software project Management
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

LANGUAGES

- English (Fluent)
- Italian (Fluent)
- Spanish (Basics)

PROFILE

24 years old innovative and deadline-driven Computer Engineer with growing knowledge in various fields, mostly in Robotics, Computer Vision, and AI. I enjoy working collaboratively but can also manage projects independently. I am ready to contribute my passion and skills to help drive the innovation as a global technology leader. My main interest is focused in the field of Intelligent Autonomous system: developing Robotic software for intelligent systems.

Feel free to check my **Portfolio** in order to have a better overview about myself.

EDUCATION

- **ERASMUS PROGRAM PARTICIPATION** — FEB 2024 - JULY 2024
  Artificial Intelligence & Advanced Robotics
  Graz University of Technology, AT
- **MASTER OF COMPUTER ENGINEERING** — 2022 - 2025
  Artificial Intelligence & Robotics
  University of Paduta, IT
- **BACHELOR OF COMPUTER ENGINEERING** — 2019 - 2022
  Computer Engineering
  University of Salerno, IT

PROFESSIONAL EXPERIENCE

- **BACHELOR INTERNSHIP** - **RIATLAS**, Salerno — 2021-2022
  Machine Learning software developer
  - Developed a medical visualization application to improve specialists' monitoring of patient therapy progress;
  - Solved a *Human-activity recognition* problem designing and implementing an LSTM-based ML model in a 3+ member team.
- **MASTER INTERNSHIP** - **PAL ROBOTICS**, Barcelona — 2024-2025
  Robotics software engineer
  - Designed and implemented a ROS2-based grasping pipeline for Tiago, Tiago++, Tiago Pro robots
  - Integrated perception, 3D reconstruction, grasp pose detection, motion planning and execution to enhance robotic manipulation cabalities;
  - Conducted end-to-end testing in simulation and on real hardware, iterating to optimize performance