ALESSANDRO RONCONE

CURRICULUM VITAE

I AM A ROBOTICS ENGINEER AND A DESIGNER

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Personal Website: (http://alecive.github.io)

ME AT A GLANCE

- Robotics Engineer with 4 year full-time experience with one of the most advanced robots out there, i.e. the **iCub (http://www.icub.org)**

- Research interests: multisensory integration, calibration, kinematics, tactile sensing, computer vision applied to robotics, sensor fusion,

- Some experience with optimization (e.g. **IPOPT (https://projects.coin-or.org/Ipopt)**, a software designed for large-scale nonlinear optimization problems), and control engineering

- C++ developer, with a fine knowledge of **YARP** and **iCub** software and libraries.

- Some of my work is available to download at my **GitHub page (http://github.com/alecive/)**, or in **Robotology (https://github.com/robotology)**
- Long-time Linux user, and active contributor to the Linux FOSS community
- Graphic Designer and freelancer in the spare time, with a number of successfull projects and employments
- Obsessed by two things: *pixel-perfect graphics*, and *bit-perfect code.*

WHO AM I

SUMMARY

Alessandro Roncone was born in Genova (GE), Italy, 1987. He received his *Bachelor's Degree in Biomedical Engineering* with the score of **110/110 with honors** at the University of Genova in February 2008. In July 2011 he completed his *Master Degree in NeuroEngineering* (with the score of **110/110 with honors**) in the same University. He is currently a *Ph.D. fellow at iCub Facility, Istituto Italiano di Tecnologia, GENOVA, Italy.* The goal of his Ph.D. project is to exploit insights from neuroscience in order to implement a model of *Peripersonal Space (PPS)* on the iCub. The PPS is thought to have a crucial role in humans as well as in animals, acting as an interface between the body and the outside world. It is defined as the space immediately surrounding our bodies, within which objects can be reached and manipulated. It is intimately multisensory, and shows high plasticity: it can be dynamically modulated by incoming information, short term or long term experience, and contextual demands.

EDUCATION

2012 – Present

ISTITUTO ITALIANO DI TECNOLOGIA (IIT), GENOVA IT
PH.D. STUDENT

Life and Humanoid Technologies
Doctoral course in Robotics, Cognition and Interaction Technologies

2008 – 2011

UNIVERSITÀ DEGLI STUDI DI GENOVA, IT
M.SC. WITH HONORS

Master Degree in NeuroEngineering
Thesis title `Visuo-Haptic Integration for Object Characterization in an Unstructured Environment`

2005 – 2008

UNIVERSITÀ DEGLI STUDI DI GENOVA, IT

B.SC. WITH HONORS

Bachelor Degree in Biomedical Engineering
Thesis title `Support Vector Machine Analysis applied to a Manipulator in a NonStructured Environment`

2005 - 2008

UNIVERSITÀ DEGLI STUDI DI GENOVA, IT
STUDENT WITH SCOLARSHIP AT ISICT

c/o Istituto Superiore di Studi in Tecnologie dell'Informazione e della Comunicazione

PUBLICATIONS

2014

IEEE-RAS International Conference On Humanoid Robots

Madrid, Spain, November 18-20, 2014

GAZE STABILIZATION FOR HUMANOID ROBOTS: A COMPREHENSIVE FRAMEWORK

Alessandro Roncone, Ugo Pattacini, Giorgio Metta, and Lorenzo Natale

2014

IEEE-RAS International Conference On Humanoid Robots

Madrid, Spain, November 18-20, 2014

3D STEREO ESTIMATION AND FULLY AUTOMATED LEARNING OF EYE-HAND COORDINATION IN HUMANOID ROBOTS

S. R. Fanello, U. Pattacini, I. Gori, V. Tikhanoff, M. Randazzo, A. Roncone, F. Odone, and G. Metta

2014

IEEE International Conference On Robotics And Automation (ICRA)

Hong Kong, China, May 31-June 7, 2014

AUTOMATIC KINEMATIC CHAIN CALIBRATION USING ARTIFICIAL SKIN: SELF-TOUCH IN THE ICUB HUMANOID ROBOT

Alessandro Roncone, Matej Hoffmann, Ugo Pattacini, and Giorgio Metta

PROFESSIONAL EXPERIENCE

2012 - Present

Istituto Italiano Di Tecnologia (IIT), Genova IT

PH.D. FELLOW

Life and Humanoid Technologies
Doctoral course in Robotics, Cognition and Interaction Technologies

Jul. - Oct. 2013

Coop La Lucerna

ICON DESIGNER

Icon Designer in outsourcing

Oct. - Dec. 2011

Magor Corp.

ICON DESIGNER

Icon Designer in outsourcing

Feb. - Mar. 2013

The Castle Project

ICON DESIGNER

Icon Designer in outsourcing

GRAPHIC DESIGN

2013 - Present

FLATWOKEN ICONS

2010 - 2013

AWOKEN ICONS

SKILLS AND TECHNICAL EXPERTISE

Programming Skills:

C++ OPENCV IPOPT MATLAB CSS3 & HTML5 BASH R
PYTHON

CM Skills:

GIT   SUBVERSION

Mobile Skills:

ANDROID

OS/Software Skills:

LINUX   WINDOWS   GIMP   INKSCAPE

Languages:

ITALIAN   ENGLISH   FRENCH

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