Vincenzo Giovanni Comito

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EDUCATION

POLYTECHNIC OF TURIN
M.Eng. in Mechatronic Engineering
2015 - Present | Turin, Italy

POLYTECHNIC OF TURIN
B.Eng. in Computer Engineering
110/110
2012 - 2015 | Turin, Italy

LINKS

Github: **github.com/clynamen**
LinkedIn: **in/vincenzocomito**
Twitter: **@clynamen**
Blog: **clynamen.github.io**

SKILLS

- Experience in server-side development on PaaS.
- Experience with ROS (Robot Operating System).
- Experience with self driving/autonomous cars and robots
- Long time linux user.
- Basic knowledge of Data Science and Machine Learning tools (R and python)

PROGRAMMING

Knowledge of:
C, C++, C++11, C#, Java, Python, Javascript, R, Julia
Familiarity with:
Scala, Ruby, VHDL
Basic knowledge of:
Haskell

LANGUAGES

Italian (Mother tongue)
English (Cambridge FCE)
German (basic)

EXPERIENCE

OBJECTIVE SOFTWARE ITALIA | Developer
October 2016 - Present | Turin, Italy - Munich, Germany
- Lidar and camera data processing
- Security software
- Embedded programming

KIWI B2B | Junior Server Developer
October 2013 - October 2014 | Turin, Italy

- Implemented new API endpoints
- Worked on migration after PaaS change
- Libraries used: Objectify, Hibernate, Memcached, Guava, Guice, Entity Framework

ACTIVITIES

TEAM DIANA
November 2012 - Present | Turin, Italy

Team D.I.A.N.A. is a student team at Polytechnic of Turin focused on space rovers. I am currently working on SLAM algorithms and control software of an engineering model of a lunar rover. The team uses ROS, C++ and python extensively. More details about the project can be found at http://team-diana.github.io
I am the Team Leader of the project since September 2015 During my years in the team I had the opportunity to work with a stereo-camera rig and a ToF sensor.

MOOC

Machine Learning	Standford University
Statistical Learning	Standford University
Cryptography I	Standford University
Computer Graphics	UC San Diego

INTERESTS

I am mainly interested in machine learning and computer vision. In my free time I also like to read about computer security, game development and work with functional programming languages.