

ANTONIO IANNONE

Computer & Robotics Engineer

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TECHNICAL SKILLS

- Python, C++, MATLAB, Java, ROS
- Unreal Engine 5, VR development
- Neural Networks, Machine learning, Data analysis
- Computer vision, Feature extraction
- Control systems, Mobile robotics
- Fourier transforms, Filtering, Noise reduction
- Software and WEB development
- User Experience Evaluation, Sense of Embodiment Analysis
- Software and WEB development
- TensorFlow, PyTorch, Scikit-learn

RESEARCH & PROFESSIONAL SKILLS

- Research and analytical thinking
- Problem-solving and adaptability
- Project management
- Experimental Design & Validation
- Quantitative & Qualitative Data Collection
- Communication & presentation skills
- Literature reviews, experimental design, data collection

LANGUAGES

Italian	●●●●●
English	●●●●●
French	●●●○○
Japanese	●○○○○

AWARDS

JEMARO ERASMUS MUNDUS SCHOLARSHIP Erasmus Mundus Joint Master Degrees

JEMARO DAYS - 2ND PLACE Robotics Challenge, 8-12 Jul 2024

ABOUT ME

Robotics and Computer Engineer with expertise in AI, VR, and robotics integration, applied in healthcare, human-robot interaction, and autonomous systems. Expertise in creating and evaluating immersive user experiences (UX) in Unreal Engine 5, with a focus on human augmentation and the sense of embodiment. Proven experience in AI-driven solutions and multi-robot systems, supported by peer-reviewed publications.

EDUCATION

KEIO UNIVERSITY - 慶應義塾大学, JEMARO MASTER'S DEGREE IN ROBOTICS ENGINEERING

2024 - 2025 | Japan

Researching VR and robotics integration using Unreal Engine 5, focusing on user experience experiments for human-robot interaction.

ECOLE CENTRALE DE NANTES, JEMARO MASTER'S DEGREE IN ROBOTICS ENGINEERING

2023 - 2024 | France

Worked with ROS on mobile robotics, focusing on system dynamics and real-time control. Researched AI-driven strategies, computer vision techniques, and model-based control systems for robotics applications.

UNIVERSITY OF GENOVA BACHELOR'S DEGREE IN COMPUTER ENGINEERING

2019 - 2022 | Italy

Studied computer engineering and electronics, including networking, embedded systems, and quantum computing. Published a conference paper on a multi-robot task and motion planning framework.

RESEARCH EXPERIENCE

THE ENGINE ROOM, UNIVERSITY OF GENOVA | RESEARCH FELLOW

Jan 2023 - Jul 2023

Conducted research on AI applications in the medical field, culminating in a peer-reviewed journal publication (systematic literature review).

Responsibilities included:

- Conducting extensive literature reviews and data analysis.
- Utilizing CNNs for data processing.
- Developing and managing a website for data collection.
- Collaborating on project infrastructure and technical implementation.

PUBLICATIONS

ON THE ROLE OF ARTIFICIAL INTELLIGENCE IN ANALYSING OOCYTES DURING IN VITRO FERTILISATION PROCEDURES Artificial Intelligence in Medicine | Oct 15, 2024

A FRAMEWORK FOR MULTI-ROBOT TASK AND MOTION PLANNING 4th Italian Conference on Robotics and Intelligent Machines (I-RIM) | Oct 8, 2022