

Matteo Bettini

Curriculum Vitae

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📄 Matteo Bettini

Education

- 2021–
Jun 2025(Est) **PhD in Computer Science**, *University of Cambridge*
Researching heterogeneity and resilience in learning for multi-robot/agent systems
- 2020–2021 **MPhil in Advanced Computer Science**, *University of Cambridge*
Distinction
GPA: 87.09/100
Thesis on transport network design for multi-agent routing
- 2017–2020 **BEng in Computer Engineering**, *Politecnico di Milano*
110 Cum Laude/110 (Honors)
GPA: 29.16/30

Experience

Work

- Jun–Sept
2021 **Software Development Engineer Intern**, *Amazon Web Services (AWS)*, Cambridge
Worked in the EC2 team using the Rust programming language to implement an interactive serial console for Xen-based EC2 instances.
- Developed a deep knowledge of the Rust programming language
 - Used cryptographic and asynchronous programming libraries

Teaching

- 2021–present **Teaching Assistant and Supervisor**, *University of Cambridge*, Cambridge
- Teaching assistant, demonstrator, and robot fleet manager for the “Introduction to Robotics” undergraduate and postgraduate course
 - MPhil Thesis Supervisor
 - Supervisor for the “Concepts in Programming Languages” undergraduate course

Awards and Recognition

- 2017–2020 Merit-based scholarship at Politecnico di Milano - 50% tuition reduction
- 2017–2020 Achieved 30 Cum Laude/30 (Honors) for 13 of my 25 exams at Politecnico di Milano
- 2017 Best Freshmen of Politecnico di Milano Award - 1500€

Skills

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|------------------------------|-----------------------------------|----------------------|--|
| <i>Programming languages</i> | Python, Java, Rust, C, JavaScript | <i>Deep learning</i> | PyTorch, scikit-learn, NumPy, RLLib, SciPy |
| <i>Systems</i> | Linux, ROS, Networking, Bash | <i>Others</i> | HTML, CSS, Java Servlets, SQL, RDF, OWL, XML, VHDL, \LaTeX |

Languages

- English Full proficiency
Italian Native

Certifications: TOEFL IBT 112/120 (Sept 2019)

Publications

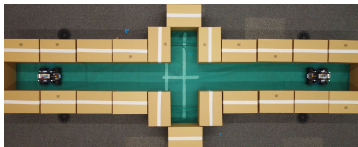
- [1] **Matteo Bettini**, Ajay Shankar, and Amanda Prorok. Heterogeneous multi-robot reinforcement learning. AAMAS '23. International Foundation for Autonomous Agents and Multiagent Systems, 2023.
- [2] Steven Morad, Ryan Kortvelesy, **Matteo Bettini**, Stephan Liwicki, and Amanda Prorok. Popgym: Benchmarking partially observable reinforcement learning. In *International Conference on Learning Representations*, 2023.
- [3] **Matteo Bettini**, Ryan Kortvelesy, Jan Blumenkamp, and Amanda Prorok. Vmas: A vectorized multi-agent simulator for collective robot learning. *The 16th International Symposium on Distributed Autonomous Robotic Systems*, 2022.
- [4] **Matteo Bettini** and Amanda Prorok. On the properties of path additions for traffic routing. *IEEE International Conference on Intelligent Transportation Systems (ITSC) Workshop on Co-Design and Coordination of Future Mobility Systems*, 2022.

Interests

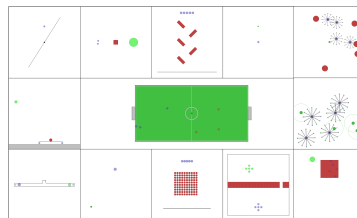
- Multi-Robot Systems
- Reinforcement Learning
- Heterogeneous Multi-Agent Learning
- Graph Neural Networks

Selected projects

- **Heterogeneous robot learning**: crystallized the role of heterogeneity in multi-robot reinforcement learning through simulations and real-world experiments [1] (Fig. 1a). [Link](#)
- **Vectorized multi-agent simulator**: designed and implemented a batched multi-agent simulator in PyTorch for multi-agent reinforcement learning [3] (Fig. 1b). [Link](#)
- **Santorini videogame**: in a team of three people we reinvented the table game “Santorini” as a Java multiplayer online game with 3D graphics and many new features (Fig. 1c). [Link](#)



(a) Heterogeneous robot learning



(b) Vectorized multi-agent simulator



(c) Santorini videogame

Figure 1: Project media