Riccardo Franceschini

Robotics & AI

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About Me

As a curious and passionate robotics engineer, I absolutely love diving into tough challenges where deep learning meets robotics. I'm constantly on the lookout for new technologies and driven to see how we can use them to build innovative solutions. My goal is always to push beyond what's expected and bring fresh ideas to life.

Skills

- Python
- Pytorch
- C++
- Open3D
- Git
- Docker
- OpenCV
- JS
- ROS1/2
- CI/CD
- TFLite
- Linux
- Unity3D
- Sci-Kit
- React
- LLM
- Pandas
- W&B
- Numpy
- HuggingFace

Side Projects

A progressive web application for controlling ROS 2 robots, tailored for mobile usage. Inspired by retro handheld consoles.

Find out more at :
tessel.la/#robo-boy

Languages

Spanish — Professional
Italian — Native
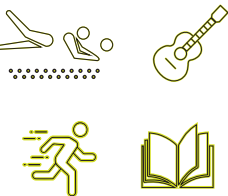English — Professional
Catalan — Basic

Publications

7 publications at international confereces and workshops

Google Scholar Profile

https://tinyurl.com/wy7yvbty

Passions

Work Experiences

Robotic Researcher @ Eurecat
jul 2021 - now

Responsible for developing and deploying advanced algorithms for full and shared autonomy, covering the entire pipeline from sensor data extraction to decision-making. With experience in perception algorithms such as localization, object detection, tracking, and planning, I have deployed these on embedded hardware. The role also involved integrating human-in-the-loop systems for shared autonomy, necessitating intuitive interfaces using Augmented Reality and LLMs.
Technology used : C++, Python, Pytorch, Robot Operating System (ROS1/2),OpenCV, Open3D, Unity 3D, TensorFlow, Docker, Git, DDS, Behaviour Trees, Numpy, CI/CD

Deep Learning Researcher @ University of Trento
jan 2021- jul 2021

Development of deep learning multimodal attention methods, combining combining extracted information from text, audio and video for emotion recognition in the context of human robot interaction
Technology used : Python, Pytorch, Numpy, Sci-kit, Pandas, Docker,Git

Deep Learning Researcher @ FBK
oct 2020 - dec 2020

Research on for an external company on unsupervised human pose keypoint estimation from video sources
Technology used : Python, Pytorch, Numpy, Sci-kit, Pandas, Git

Deep Learning Researcher @ Bosch
feb 2020- oct 2020

Development of deep learning attention methods for pedestrian and vehicle future trajectory prediction in the context of autonomous driving
Technology used : Python, Pytorch, Docker, Git

Full Stack Developer Intern @ Zucchetti Healthcare
mar 2018- jun 2018

Development front-end and back-end of a Social Media Website in nursing houses for supporting reminesce activities.
Technology used : HTML, CSS, React Js, Node Js, SQLite

Studies

PhD, Robotics & AI
2021-2024

Industrial Robotic & AI PhD at Danish Technical University conducted at Eurecat (Spain) under the MSCA-ITN programme

Thesis Title : Designing a Human-Drone Interaction: Insights from the AeroAssistant Framework

MSc, Autonomous Systems
2018-2020

European Double Program at University of Trento (Italy) and Aalto University (Finland) under the EIT Digital Master Programme
Major Robotics & AI | Minor Business & Entrepreneurship
Thesis Title: Feasible and adaptive attention-based models for multimodal trajectory prediction in urban driving scenarios

BSc, Computer Science
2015-2018

Bachelor degree at University of Trento, Italy, ranked 1st for CS in Italy