# Riccardo Franceschini

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.

## **Robotics & Al**

About Me









github.com/ricfrr



linkedin.com/in/ricfrr/



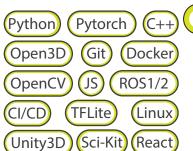
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### **Work Experiences** Skills



(Pandas) W&B

Side Projects

A progressive web application

Find out more at:

tessel.la/#robo-boy

for controlling ROS 2 robots,

tailored for mobile usage. Inspired by retro handheld

(LLM)

Numpy

consoles.





Robotic Researcher @ Eurecat

feb 2020- jul 2021

oct 2020 - dec 2020

feb 2020- oct 2020

mar 2018- jun 2018

2021-2024

2018-2020

2015-2018

jul 2021 - now

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

Responsible for developing and deploying advanced algorithms for full

necessitating intuitive interfaces using Augmented Reality and LLMs.

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,

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 @ FBK

Research on for an external company on unsupervised human pose keypoint estimation from video sources

Technology used: Python, Pytorch, Numpy, Sci-kit, Pandas, Git

Development front-end and back-end of a Social Media Website in

## Deep Learning Researcher @ Bosch

Development of deep learning attention methods for pedestrian and vehicle future trajectory prediction in the context of autonomous driving

Full Stack Developer Intern @ Zucchetti Healthcare

Technology used: Python, Pytorch, Docker, Git

nursing houses for supporting reminesce activities.

Technology used: HTML, CSS, React Js, Node Js, SQLite

## 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**







## **Studies**

## PhD, Robotics & Al

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

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