Roberto **Chello**

COMPUTER ENGINEER · ROBOTICS AND AUTOMATION

05-10-1991 - S. MARIA CAPUA VETERE (CE)

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Education

Master's Degree, Computer Engineering - Robotics and Automation

Sep. 2020 - Nov. 2024

UNIVERSITY OF CAMPANIA "LUIGI VANVITELLI"

Aversa (CE), Italy

THESIS TITLE: CONTROL STRATEGIES FOR GRASP FORCE REGULATION AND SLIPPING AVOIDANCE FOR AN ANTHROPOMORPHIC ROBOTIC HAND

DESCRIPTION: Development of an advanced control system for the RH8D robotic hand, with Dynamixel-based drivers and ROS 2 integration, to improve dexterity and grasping. Tested on various objects and in industrial automation and collaborative robotics scenarios.

VOTE: 106

Internship, Computer Engineering - Robotics and Automation

Mar. 2024 - Jun. 2024

UNIVERSITY OF CAMPANIA "LUIGI VANVITELLI"

Aversa (CE), Italy

TITLE: SIMULATION AND CONTROL OF THE SEED ROBOTICS RH8D ANTHROPOMORPHIC HAND AND RELATED TACTILE SENSORS IN ROS 2

DESCRIPTION: Simulation and control of the RH8D robotic hand and FTS3 sensors in ROS 2, using the Dynamixel library. Software and documentation are available in the ROS 2 repositories of the Robotics Lab at the University of Campania "Luigi Vanvitelli".

Bachelor's Degree, Electronic and Computer Engineering

Sep. 2011 - Apr. 2020

UNIVERSITY OF CAMPANIA "LUIGI VANVITELLI"

Aversa (CE), Italy

THESIS TITLE: DESIGN AND IMPLEMENTATION OF A WEB APPLICATION FOR THE COMMON CRITERIA CERTIFICATION PROCESS (ISO/IEC 15408 STANDARD)

DESCRIPTION: Analysis of the ISO/IEC 15408 security standard, with a focus on Security Assurance Requirements (SAR) and Evaluation Assurance Levels (EAL). Development of a web application to catalog certifiable components according to the standard, emphasizing the importance of EAL in determining security levels.

VOTE: 82

Skills

Productivity	Microsoft Office - Google Workspace
Development Tools	Visual Studio Code - Eclipse - IntelliJ IDEA
Version Control	Git - GitHub
Programming	C - C++ - Java - Python
Back-end Development	Spring Boot - Hibernate ORM
Front-end Development	HTML - CSS - JavaScript
Software Development	Maven - MVC
Industrial Automation & Control	PLC (LD, SFC) - MATLAB - Simulink - LabVIEW - CODESYS
Robotics & Simulation	ROS - ROS 2 - Dynamixel Protocol 2.0 - RoboDK - RViz - MoveIt!
Agile Methodologies	Scrum (Sprint, Daily Stand-up) - Kanban (Process Board) - Trello
Documentation & Markup	LaTeX - TikZ - Markdown - Doxygen
Languages	Italian (Native) - English (B2)

Prioritising Identification of critical tasks in the thesis project.

Respect for Deadlines Timely submission of reports in the technical lab.

Problem Solving Resolution of a motor control issue in the thesis project.

Empathy Supporting colleagues facing difficulties on complex topics during exam projects.

Teamwork Collaborating in teams to complete exam projects by integrating diverse skills.

Active Listening Paying attention to feedback and needs to improve exam and thesis projects.

Extracurricular Activities

Waiter

- **Stress Management:** ability to work under pressure while maintaining courtesy and professionalism.
- **Attention to Detail:** precision in meeting customers' specific requests.
- **Multitasking:** ability to manage multiple tasks simultaneously and efficiently.
- **Customer Orientation:** focus on customer needs to ensure a positive experience.

Children's Party Entertainer
May 2009 - Jun. 2016
Caserta, Italy

- **Planning and Execution of Activities:** organizing and managing games, shows, and age-appropriate interactive activities to entertain and engage children.
- **Communication and Interaction:** creating a welcoming and friendly atmosphere by interacting with children, parents, and event staff.
- **Energy and Engagement:** maintaining high levels of energy and enthusiasm to capture children's attention and encourage active participation.
- **Safety and Supervision:** ensuring children's safety during activities by identifying potential risks and responding quickly to any issues.

Lead Entertainer
Jun. 2016 - Jun. 2024
Caserta, Italy

- **Leadership and Team Coordination:** managing and leading a team of entertainers, assigning roles, and overseeing the successful execution of events and activities.
- **Development and Implementation of Programs:** designing and supervising customized entertainment programs for various audiences, ensuring high standards of quality and creativity.
- **Training and Mentorship:** providing training, support, and feedback to team members to improve their skills and maintain consistent performance standards.
- **Customer Relations and Feedback Management:** communicating with clients to understand their needs, ensure satisfaction, and gather feedback to improve future events.