



# 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

UNIVERSITY OF CAMPANIA "LUIGI VANVITELLI"

Sep. 2020 - Nov. 2024

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

UNIVERSITY OF CAMPANIA "LUIGI VANVITELLI"

Mar. 2024 - Jun. 2024

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

UNIVERSITY OF CAMPANIA "LUIGI VANVITELLI"

Sep. 2011 - Apr. 2020

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

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

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### Waiter

*Dec. 2021 - Jun. 2024  
Caserta, Italy*

- **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.

I authorize the processing of my personal data in accordance with Regulation (EU) 2016/679 (GDPR) and Legislative Decree 196/2003 and subsequent amendments, exclusively for purposes related to personnel selection.

