ANTONIO IANNONE

Robotics & Computer Engineer

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ABOUT ME

R&D-focused Robotics Engineer characterized by high adaptability and a proven ability to rapidly master new technical domains. I have consistently translated initial explorations into peer-reviewed publications across diverse fields; from deep learning in medical imaging and multi-robot motion planning to my current work in VR-based human-robot interaction. I thrive in dynamic environments where quickly synthesizing complex concepts into validated experimental results is essential.

EDUCATION

Keio University - 慶應義塾大学, **JEMARO Master's Degree in Robotics Engineering**   Tokyo, Japan | 2024 - 2025
Focus/Thesis: Researching VR and robotics integration using Unreal Engine 5, focusing on user experience and human-robot interaction.

Ecole Centrale de Nantes, **JEMARO Master's Degree in Robotics Engineering**   Nantes, France | 2023 - 2024
Focus/Thesis: Mobile robotics and manipulators, system dynamics and real-time control. AI-driven strategies, computer vision, and model-based control.

University of Genova, **Bachelor's Degree in Computer Engineering**   Genova, Italy | 2019 - 2022
Focus/Thesis: Thesis on Multi-Robot Task and Motion Planning Framework (Published Conf. Paper).

PROFESSIONAL EXPERIENCE

The Engine Room, University of Genova, **| Research Fellow**   Jan 2023 - Jul 2023 | Genova, Italy
Conducted research on AI applications in the medical field. Developed and managed web infrastructure for data collection and utilized CNNs for data processing (Published on a peer-reviewed journal).

KEY PROJECTS

VR Integration for HRI
Researching VR/Robotics integration in Unreal Engine 5. Designed UX experiments for human augmentation (avatar) and "Sense of Embodiment" in collaborative/teleoperation scenarios. Tech: Unreal Engine 5, C++, VR, HRI

AI for Medical Oocyte Analysis
Systematic literature review on AI in IVF, published in the journal "AI in Medicine". Implemented CNNs for image processing and developed web tools for data collection. Tech: Python, PyTorch, CNNs, Data Analysis

JEMARO Robotics Competition
Co-developed a software stack for a manipulator to solve timed challenges (perception, planning and control). Engineered a robust perception pipeline using OpenCV for object detection and a state machine for decision making. Tech: Python, ROS2, OpenCV, State Machines

Multi-Robot Task-Motion Planning
Developed a coordination framework for multiple robots, optimizing path planning under dynamic constraints. Published at I-RIM Conference. Tech: ROS, C++, Python, Motion Planning

SKILLS

Coding: Python, C++, MATLAB, Simulink, Java, HTML/CSS
Tools: ROS/ROS2, Unreal Engine 5, Git, PyTorch, TensorFlow, OpenCV
Concepts: Machine Learning, VR, Control Systems, Computer Vision, Data Analysis
Soft: Research, Problem-solving, Adaptability, Project Management, Communication
Languages: Italian (Native), English (C1-Business), French (B1-Basic), Japanese (N4-Basic-Improving)

RECENT AWARDS

- JEMARO Erasmus Mundus Scholarship | European Commission
- 2nd Place - Robotics Challenge | JEMARO Days (July 2024)