



DANIELE BERTAGNOLI

ABOUT ME

Hello, I'm Daniele. I'm currently pursuing my master's degree in Computer Science at Sapienza University of Rome. I am a hardworking individual who applies both my education and personal talents to thoroughly learn new subjects and delve into challenging topics. I have a knack for quickly grasping concepts and possess advanced abilities in various areas.

WORK HISTORY

Thales Alenia Space | Feb 2024 - Present

Master's Degree Thesis Student

I am currently working as a thesis student in collaboration with Thales Alenia Space. My task is to develop a deep learning system for 6DoF (six degrees of freedom) object pose estimation based on CAD models. The general approach involves generating synthetic images to train custom deep learning models to predict the coordinates of the objects. This model is designed to be deployed on Meta visors. The thesis is expected to be completed by October.

I further developed communication skills by effectively explaining complex technical solutions to customers in a clear and accessible manner.

Sapienza University of Rome | Sep 2023 - Dec 2023

Augmented Reality Software Expert

During this period, I worked for the University Sapienza as a software developer. Specifically, my task was to design and develop an augmented reality system using Meta Oculus Pro to assist elderly users during physical activities such as walking. The entire project focused on creating a VR coach capable of motivating and encouraging users during the mini-games or activities proposed. The system consists of two main components: the server, written in Python, and the game itself, developed using Unity (which employs C# as its scripting language). The psychological aspect was developed in collaboration with the Psychology Department of Sapienza.

EDUCATION

Master's Degree in Computer Science

Sapienza University of Rome | Oct 2022 - Oct 2024

Pursuing my master's degree allowed me to delve into advanced topics such as machine learning and deep learning techniques, graph theory, and cloud and distributed computing (AWS). Most of these courses used Python as main programming language, combined with some of the most used libraries for machine learning.

CONTACT

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SKILLS

General Skills

Deadline management ●●●●●●●●
Communication skills ●●●●●●●●
Team building ●●●●●●●●

Programming Skills

Problem solving ●●●●●●●●
Engineering standards ●●●●●●●●
Learning speed ●●●●●●●●

Bachelor's Degree in Ingegneria dell'Informazione, Informatica e Statistica

Sapienza University of Rome | Oct 2019 - Oct 2022

During my bachelor's degree, I acquired fundamental computer science concepts, including general programming techniques, networking, front-end and back-end development, as well as UX and UI principles. The main programming languages used are: Java, Python, C, Javascript (with some frameworks) and PHP.