

perto **Chello**

COMPUTER ENGINEER · ROBOTICS AND AUTOMATION 05-10-1991 - S. MARIA CAPUA VETERE (CE) Vicolo Ruffino 13, S. Nicola La Strada (CE) - Italy 🛿 (+39) 3398385098 | 🔄 robertochello@gmail.com | 🖸 robertochello | 🛅 robertochello

Education

Master's Degree, Computer Engineering - Robotics and Automation

UNIVERSITY OF CAMPANIA "LUIGI VANVITELLI'

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'

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"

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 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 **Documentation & Markup** ET_FX- TikZ - Markdown - Doxygen

Development Tools Visual Studio Code - Eclipse - IntelliJ IDEA Industrial Automation & Control PLC (LD, SFC) - MATLAB - Simulink - LabVIEW - CODESYS **Robotics & Simulation** ROS - ROS 2 - Dynamixel Protocol 2.0 - RoboDK - RViz - Movelt! Agile Methodologies Scrum (Sprint, Daily Stand-up) - Kanban (Process Board) - Trello 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.

Mar. 2024 - Jun. 2024 Aversa (CE), Italy

Sep. 2011 - Apr. 2020

Aversa (CE), Italy

Sep. 2020 - Nov. 2024

Aversa (CE), Italy

Extracurricular Activities

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.

