Prot. n. 0013288 del 22/02/2024 - [AOO: USGEUNI] Decreti 880/2024

PUBBLICATO ALL'ALBO WEB IN DATA

UNIVERSITA' DEGLI STUDI DI GENOVA

AREA RICERCA, TRASFERIMENTO TECNOLOGICO E TERZA MISSIONE
SERVIZIO RICERCA
SETTORE RICERCA NAZIONALE

IL RETTORE

- Visto il Decreto Rettorale n. 166 del 16/01/2024, con il quale è stato indetto il concorso, per titoli e colloquio, per il conferimento di n. 3 borse di ricerca post-laurea di tipo starting della durata di 8 mesi, dell'importo di € 10.000,00 (diecimila/00), cadauna, per lo svolgimento di una ricerca sul tema: "Development of a wearable visual-inertial event-based motion tracking sensor", presso il DIBRIS dell'Università degli Studi di Genova;

- Visto il Decreto Rettorale n. 623 del 07/02/2024 con il quale è stata costituita la Commissione giudicatrice per il conferimento della suddetta borsa di ricerca;

- Visto il verbale della Commissione giudicatrice del concorso in parola, riunitasi in data 09/02/2024;

- Constatata la regolarità della procedura seguita

DECRETA

Art. 1

Sono approvati gli atti del concorso di cui in premessa e la seguente graduatoria di merito:

1 . Dott.re Michal Krepa punti 72/100;
2 . Dott.re Davide Palmieri punti 71/100.

Sotto condizione dell'accertamento dei requisiti di cui al bando, sono dichiarati vincitori in parola Il Dott.re Michal Krepa e il Dott.re Davide Palmieri.

IL RETTORE
(firmato digitalmente)

Responsabile del procedimento: Paola Pelle
Area Ricerca, Trasferimento Tecnologico e Terza Missione
Servizio Ricerca
Settore ricerca nazionale

MICHAŁ KRĘPA

Mechatronics Engineer (B.Eng)

@
in

EXPERIENCE

Technical Student - Software Engineering

CERN, European Council for Nuclear Research, Geneva

Oct 2021 – Sep 2022 Geneva, Switzerland

- I have worked on the Front End Software Architecture (FESA) framework. The framework allows operators of particle accelerators to measure data from sensors planted inside. I contributed to this project by implementing both unit and integration tests and developing a thorough rework of the notification system. The work was performed using largely C++11, with the addition of Python for code generation and Java for UI-related issues.

Mechanics Team Member

AGH Dynamics, Krakow

Dec 2020 – Present Krakow, Poland

- My responsibility was to design the housing, and the legs of the quadripedal robot and its assembly. I have also helped other friends in programming IMU sensors to get the correct position of the robot.

1st-Line support

Integer.pl, Krakow

Jun 2020 – Feb 2021 Krakow, Poland

- I have worked on an application, which purpose was to receive given logs from parcel-machines. During this experience, I had a chance to sharpen my programming skills, chiefly C++.

Power Supply Team Member

E-Moto AGH, Krakow

Oct 2019 – Jun 2021 Krakow, Poland

- In E-Moto AGH we create electric motorcycles. As a part of the team, I was responsible for the mechanical design and assembly of the battery pack.

LANGUAGES

English ●●●●●
French ●●○○○
Polish ●●●●●

I hereby give consent for my personal data to be processed for the purpose of conducting recruitment for the position for which I am applying.

EDUCATION

MSc Robotics Engineering

Universitá degli Studi di Genova

Oct 2023 – July 2024 Genova, Italy

- Faculty: DIBRIS - Dipartimento di Informatica, Bioingegneria, Robotica e Ingegnieria dei Sistemi

B.Eng, Mechatronic Engineering

AGH University of Science and Technology

Oct 2018 – Feb 2023 Krakow, Poland

- Faculty: Mechanical Engineering and Robotics
- English as the instruction language

Erasmus+ Exchange Programme

Hogeschool Utrecht

Feb 2021 - Jul 2021 Utrecht, Netherlands

- Course of Study: Social Robots

SKILLS

C, C++ ●●●●○
Python ●●●○○
Linux ●●●○○
Bash ●●●●○
CAD Design ●●●●○
Matlab/Simulink ●●●○○

INTERESTS

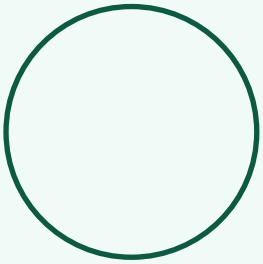
Technical

- Quadripedal Robots
- Aerospace - Satellites

Hobbies

- Music production
- Swimming

europass



Davide Palmieri

Date of birth:

Nationality:

CONTACT

WORK EXPERIENCE

9/2019 – CURRENT Bari and Genova

PRIVATE MATHEMATICS TUTOR

1. Tutoring university students in private sessions in order to prepare the mathematics exam.
2. Organizing group lessons with students sharing same objectives.
3. Teaching students struggling with DSA.

EDUCATION AND TRAINING

10/2021 – CURRENT Genova, Italy

MASTER DEGREE IN BIOENGINEERING University of Genoa

I'm currently working on my master thesis in the neuromorphic field. The aim of the project is to develop both a computational and a neuromorphic model that implement a representation of the peripersonal visual space.

Website https://unige.it | **Field of study** Neuroegnineering

9/2018 – 10/2021 Bari, Italy

BACHELOR DEGREE IN COMPUTER SCIENCE AND AUTOMATION ENGINEERING Politecnico di Bari

1. Basic programming skills in MATLAB, Java, SQL, HTML, JavaScript and XML.
2. Basic knowledge in eclectronics, automation and telecommunication.
3. Being able to fulfill the needed documentation in a software engineering project.

Website http://www.poliba.it | **Field of study** Computer Science Engineering | **Final grade** 104 | **Thesis** Gain-scheduling of parameters of fractional order controllers for non linear systems

9/2013 – 6/2018 Bari, Italy

HIGH SCHOOL DIPLOMA Liceo Scientifico Enrico Fermi

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

Other language(s):

English

Listening B2	**Spoken production** B2
Reading B2	**Spoken interaction** B2
Writing B2	

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

c# with unity3d | Microsoft Office | Visual Studio - Visual basic | Linux (Terminal Commands, Bash/Shell)

TECHNICAL SKILLS

Python Language - Basic knowledge | Mathlab&Simulink | Google drive/ gmail | Microsoft Word

ADDITIONAL INFORMATION

Projects

5/2022 – 7/2022

Analysis of intracortical EEG data Project of the course Neural Signal Analyses. The aim was to compare the neural activity in the motor area between healthy rats and rats with a lesion within that area by performing a Post Stimulus Time Histogram (PSTH) analysis on Matlab.

3/2023 – 5/2023

Hand tracking for virtual reality Project of the course Software Technologies for Human Computer Interactions. The aim was to develop an hand reaching task on Unity for the Oculus Quest 2 in order to test the hand tracker of the headset.

1/2023 – 2/2023

Implementation of the FitzHugh-Nagumo model Project of the course Computational Neuroscience. The goal was to develop a Matlab script in order to simulate the FitzHugh-Nagumo neural model and compare it with the one of Hodgkin-Huxley with different stimulations.

6/2022 – 7/2022

Eye tracking for virtual reality The aim was to develop a visual reaching task on Unity for the VR headset HTC Vive Pro in which the stimulus changes its location with the eye saccades and collect data from the headset eye tracker.