

Andrea Amaduzzi

PhD Student in Computer Vision and Deep Learning @ Unibo

I am a PhD student at University of Bologna. I teach machines how to see.

- (+39) 331 8849950
- 06 August, 1995
- in linkedin.com/in/andrea-amaduzzi

WORK EXPERIENCE

PhD Student in Computer Vision

University of Bologna, Italy

11/2021 - Present

Details:

Supervisor: Prof. Luigi Di Stefano

Expected graduation: November 2025

R&D Vision Software Engineer

Datalogic

07/2020 - 11/2021

Tasks:

- Design and implementation of image processing algorithms
- Software maintenance, with Git version control
- Tools: C++, Python, Git, IBM Jazz

Computer Vision intern - Master's Thesis KUKA Robotics - Corporate Research

07/2019 - 02/2020

Achievements/Tasks

Augsburg, Germany

- Thesis title: Deep Learning based Human Action Recognition in a Collaborative Robotics Environment
- Accomplished excellent evaluation from supervisors: "Exceeded the expectations considerably and at all times"

Contact : Dr. Kirill Safronov - Kirill.Safronov@kuka.com

EDUCATION

Master's Degree in Automation Engineering University of Bologna, Italy

09/2017 - 03/2020

Final mark: 110/110 with honors

Courses

- Thesis Title: Deep Learning based Human Action Recognition
- in a Collaborative Robotics Environment Focus on: Industrial Robotics. Computer Vision
- Winner of "Overseas" scolarship to spend a semester as Exchange Student at University of Technology of Sydney

Bachelor's degree in Automation Engineering University of Bologna, Italy

09/2014 - 09/2017

Final mark: 110/110 with honors

Teaching language: Italian

- Top 3% Class Rank (8 out of 250 students)
- Experimental thesis: Recurrent Neural Network and Genetic Algorithm for sEMG-based torque estimation

- 📍 Bologna, Italy
- www.unibo.it/sitoweb/andrea.amaduzzi4
- 💭 github.com/AndreAmaduzzi

SKILLS

| C++ | Python |
|---------------------------|----------------|
| ROS | Git |
| Pytorch | OpenCV library |
| PCL (Point Cloud library) | Open3D |

PROJECTS

Deep Learning - based Human Action Recognition in a **Collaborative Robotics Environment** (07/2019 - 02/2020)

- Master Thesis project at KUKA Robotics
- Deep learning models (Mask-RCNN, OpenPose), 3D Point cloud processing
- Tools: Python, C++, ROS, Tensorflow, OpenCV, PCL, Git

3D Object Modeling through 3D camera (10/2019 - 11/2019)

- Side project at KUKA Robotics Corporate Research
- Method for the generation of a 3D mesh, from RGB-D input
- Tools: Java, ROS

2D Long-Term SLAM with a Fetch Robot (09/2018 - 11/2018)

- Implemented an algorithm for simultaneous localization and mapping of Fetch Robot;
- Implemented with ROS (Robot Operating System)
- University of Technology of Sydney, Australia

RELEVANT COURSES

Machine Learning for Computer Vision University of Bologna, Italy

NVIDIA Webinar Series on Transformer architectures NVIDIA AI Technology Center (NVAITC)

Fundamentals of Accelerated Computing with CUDA Pvthon

NVIDIA Deep Learning Institute

LANGUAGES

Italian Native or Bilingual Proficiency

Spanish (B1) Professional Working Proficiency English (C1) Full Professional Proficiency

German (A2) Limited Working Proficiency

Bologna, Italy