# Carlo Rapisarda

PLACE AND DATE OF BIRTH: | Catania, Italy | May 10, 1996

LOCATION: Stockholm, Sweden
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## EDUCATION

2017-19 | MSc in Computer Science

KTH Royal Institute of Technology, Stockholm, Sweden

Specialized in Data Science / Machine Learning

Thesis: RL for Dexterity Transfer Between Manipulators

2014-17 | BSc in Computer Engineering

Politecnico di Torino, Turin, Italy

# Work Experience

Ongoing | On-site Consultant at Apple Inc, Stockholm, Sweden

MAR 2023 - Currently working as AI & iOS Engineer at Apple WW Sales (via Bontouch AB). LLMs | RAG | GCP | Docker | PostgreSQL | FastAPI | SwiftUI

2022-2023 | Tech Lead at BONTOUCH AB, Stockholm, Sweden

Worked as Tech Lead within the Post-it® (3M) project at Bontouch.

The role included direct communication with partners (3M, Microsoft), mentoring junior co-workers, planning, guiding engineers within the team, as well as hands-on development.

2019-2022 | iOS Developer at BONTOUCH AB, Stockholm, Sweden

Building world-class apps at Bontouch. Part of the team developing award-winning apps for the Post-it® brand, some of which have been publicly featured and praised by Apple in multiple occasions. The product makes use of technologies including Mac Catalyst, AV Foundation, SceneKit, Kotlin Multiplatform, CRDTs.

JUL-SEP 2018 | Research Engineer at KTH ROYAL INSTITUTE OF TECHNOLOGY

Worked at the ROBOTICS, PERCEPTION AND LEARNING lab (RPL) at KTH, implementing methods for robot motion control, grasping, and object pose estimation

with  ${\bf Computer\ Vision\ techniques}.$ 

Mar-Jun 2017 | Intern at Telematica Informatica, Turin, Italy

Front-end mobile development with Swift, Objective-C, React Native, Redux, React

Navigation, ImmutableJS.

#### $\operatorname{Talks}$

MAR 2023 | IOSOHO | NYC: Sharing code across platforms with Kotlin

Kotlin Multiplatform | iOS

https://www.meetup.com/iosoho/events/292083333/

OCT 2022 | DROIDCON | LONDON: Building a real-time collaboration tool using

CRDTs and Kotlin Multiplatform

Kotlin Multiplatform | CRDTs

https://t.ly/zNZHV

Nov 2021 | Dev Lounge | Stockholm: Shiny 3D Animations on iOS

3D Rendering | SceneKit | Metal | iOS

https://www.meetup.com/stockholm-dev-lounge/events/281422435/

# RESEARCH PROJECTS

Jun 2019 | Reinforcement Learning for Dexterity Transfer Between Manipulators

Python | PyTorch | Deep Reinforcement Learning | Robotics | Control

http://www.diva-portal.org/smash/record.jsf?pid=diva2:1383140 https://carlorapisarda.me/projects/ms-thesis/report.pdf

DEC 2018 | Learning Enriched Latent Spaces for Flexible Model-based Control

Python | PyTorch | VAE | Reinforcement Learning | Vision-based Control

https://github.com/DarthPumpkin/generative-parametrizations https://carlorapisarda.me/projects/gpp/report.pdf

MAY 2018 | Video Frame Interpolation via Adaptive Separable Convolution

Python | PyTorch | CNN | Image Processing | Video Processing

https://github.com/martkartasev/sepconv https://arxiv.org/abs/1809.07759

2017-18 | Stress and Energy Tracking System for persons with TBI

iOS | Swift | Objective-C++ | Python | SVM | Signal Processing

https://github.com/AssistiveTech-StressSensor/ATStressSensor

http://assistivetech.se/stress-sensor

# TECHNICAL SKILLS

Advanced: Swift, Objective-C, Python, C

Intermediate: Kotlin, C++, JavaScript

Basic: SQL, MATLAB, Rust, Java

iOS/macOS

Frameworks: UIKit, AppKit, SwiftUI, Combine, Metal, SceneKit, AV Foundation

Core Data / Graphics / Animation / ML, Accelerate, Vision

## LANGUAGES

Italian: Native

ENGLISH: Full Professional Proficiency (Cambridge CPE, IELTS certificates)

SPANISH: Basic Knowledge SWEDISH: Basic Knowledge

### Interests and Activities

Artificial Intelligence, Mobile Development, Reinforcement Learning, Robotics, Computer Vision, Computer Graphics, Diversity, Equity & Inclusion, Photography, Hi-Fi Audio, Cycling.

# LINKS

GITHUB: https://github.com/carlo-

LINKEDIN: https://www.linkedin.com/in/carlorapisarda