

# Carlo RAPISARDA

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

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| 2017-19 | MSC in COMPUTER SCIENCE<br><b>KTH Royal Institute of Technology</b> , Stockholm, Sweden<br>Specialized in Data Science / Machine Learning<br>Thesis: <i>RL for Dexterity Transfer Between Manipulators</i> |
| 2014-17 | BSC in COMPUTER ENGINEERING<br><b>Politecnico di Torino</b> , Turin, Italy   |

## WORK EXPERIENCE

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| <i>Ongoing</i><br>MAR 2023 - | Tech & AI Lead at BONTOUCH AB, Stockholm, Sweden<br>Currently working as Tech Lead within projects for major international brands, as well as leading the company's AI technical and organizational efforts.   |
| 2022-2023                    | iOS Tech Lead at BONTOUCH AB, Stockholm, Sweden<br>Worked as iOS 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 iOS engineers within the team, as well as hands-on development.  |
| 2019-2022                    | iOS Developer at BONTOUCH AB, Stockholm, Sweden<br>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 <b>Mac Catalyst</b> , <b>AV Foundation</b> , <b>SceneKit</b> , <b>Kotlin Multiplatform</b> , <b>CRDTs</b> . |
| JUL-SEP 2018                 | Research Engineer at KTH ROYAL INSTITUTE OF TECHNOLOGY<br>Worked at the ROBOTICS, PERCEPTION AND LEARNING lab (RPL) at KTH, implementing methods for robot motion control, grasping, and object pose estimation with <b>Computer Vision</b> techniques.  |
| MAR-JUN 2017                 | Intern at TELEMATICA INFORMATICA, Turin, Italy<br>Front-end mobile development with Swift, Objective-C, React Native, Redux, React Navigation, ImmutableJS.  |

## TALKS

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| OCT 2022 | DROIDCON   LONDON: Building a real-time collaboration tool using CRDTs and Kotlin Multiplatform<br><b>Kotlin Multiplatform   CRDTs</b><br><a href="https://london.droidcon.com/carlo-rapisarda/">https://london.droidcon.com/carlo-rapisarda/</a> |
| NOV 2021 | DEV LOUNGE   STOCKHOLM: Shiny 3D Animations on iOS<br><b>3D Rendering   SceneKit   Metal   iOS</b><br><a href="https://www.meetup.com/stockholm-dev-lounge/events/281422435/">https://www.meetup.com/stockholm-dev-lounge/events/281422435/</a>   |

## RESEARCH PROJECTS

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| JUN 2019 | Reinforcement Learning for Dexterity Transfer Between Manipulators<br><b>Python   PyTorch   Deep Reinforcement Learning   Robotics   Control</b><br><a href="http://www.diva-portal.org/smash/record.jsf?pid=diva2:1383140">http://www.diva-portal.org/smash/record.jsf?pid=diva2:1383140</a><br><a href="https://carlorapisarda.me/projects/ms-thesis/report.pdf">https://carlorapisarda.me/projects/ms-thesis/report.pdf</a> |
| DEC 2018 | Learning Enriched Latent Spaces for Flexible Model-based Control<br><b>Python   PyTorch   VAE   Reinforcement Learning   Vision-based Control</b><br><a href="https://github.com/DarthPumpkin/generative-parametrizations">https://github.com/DarthPumpkin/generative-parametrizations</a><br><a href="https://carlorapisarda.me/projects/gpp/report.pdf">https://carlorapisarda.me/projects/gpp/report.pdf</a>                |
| MAY 2018 | Video Frame Interpolation via Adaptive Separable Convolution<br><b>Python   PyTorch   CNN   Image Processing   Video Processing</b><br><a href="https://github.com/martkartasev/sepconv">https://github.com/martkartasev/sepconv</a><br><a href="https://arxiv.org/abs/1809.07759">https://arxiv.org/abs/1809.07759</a>  |
| 2017-18  | Stress and Energy Tracking System for persons with TBI<br><b>iOS   Swift   Objective-C++   Python   SVM   Signal Processing</b><br><a href="https://github.com/AssistiveTech-StressSensor/ATStressSensor">https://github.com/AssistiveTech-StressSensor/ATStressSensor</a><br><a href="http://assistivetech.se/stress-sensor">http://assistivetech.se/stress-sensor</a>  |

## TECHNICAL SKILLS

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| 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<br>Core Data / Graphics / Animation / ML, Accelerate, Vision |

## LANGUAGES

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| ITALIAN: | Native  |
| ENGLISH: | Full Professional Proficiency (Cambridge CPE, IELTS certificates) |
| SPANISH: | Basic Knowledge   |
| SWEDISH: | Basic Knowledge   |

## INTERESTS AND ACTIVITIES

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

## LINKS

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| GITHUB:   | <a href="https://github.com/carlo-">https://github.com/carlo-</a>                                   |
| LINKEDIN: | <a href="https://www.linkedin.com/in/carlorapisarda">https://www.linkedin.com/in/carlorapisarda</a> |

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In compliance with the Italian legislative Decree no. 196 dated 30/06/2003, I hereby authorize the use of the personal details contained in this document.