

Vincenzo Suriani

Education

2020 - Present, Sapienza University of Rome
PhD Program in Computer Engineering

2015 - 2019, Sapienza University of Rome
MEng in Artificial Intelligence and Robotics - 110/110

2009 - 2015, Sapienza University of Rome
BS in Engineering in Computer Science and Control Engineering

Experience

November 2019 - October 2020, *Researcher Assistant*
Department of Computer, Control, and Management Engineering Antonio Ruberti at Sapienza University of Rome

October 2015 - present, *Team Leader*, SPQR Team¹
Team Development Leader in the RoboCup team of the Department of Computer, Control, and Management Engineering Antonio Ruberti at Sapienza University of Rome, involved in RoboCup competitions since 1998. Detailed achievements:

- Participation in **Robotic Hamburg Open Workshop (RoHOW) 2019**², held in Hamburg (Germany) with SPQR Team.
- Participation in **RoboCup 2019**³, held in Sydney (Australia) with SPQR Team.
- Participation in **RoboCup Asia Pacific Invitation Tournament 2019**⁴, held in Tianjin (China) with SPQR Team.
- Participation in **Robotic Hamburg Open Workshop (RoHOW) 2018**⁵, held in Hamburg (Germany) with SPQR Team.
- Participation in **RoboCup 2018**⁶, held in Montréal (Canada) with SPQR Team.
- Participation in **German Open 2017**⁷, held in Magdeburg (Germany) with SPQR Team.
- Participation in **RoboCup 2016**⁸, held in Leipzig (Germany) with SPQR Team.

February 2014 - October 2015, *Team Member*, SPQR Team
Detailed achievements:

- Participation in **RoboCup 2015**⁹, held in Hefei (China) with SPQR Team which compete in SPL league with NAO robots.
- Participation in **RoboCup 2014**¹⁰, held in João Pessoa (Brazil) with SPQR Team as described above.

¹<http://spqr.diag.uniroma1.it/>

²<https://rohow.de/2019/en/>

³<https://2019.robocup.org/>

⁴<http://robocupap.org/>

⁵<https://rohow.de/2018/en/>

⁶<http://www.robocup2018.org/>

⁷<https://www.robocupgermanopen.de/>

⁸<http://www.robocup2016.org/>

⁹<http://www.robocup2015.org/>

¹⁰<http://www.robocup2014.org/>

Publications

- (2021) *E. Antonioni, V. Suriani, D. Nardi, D.D. Bloisi*
Learning from the Crowd: Improving the Decision Making Process in Robot Soccer using the Audience Noise
RoboCup Symposium Best Paper Award 2021
- (2021) *S. Kaszuba, S.R. Sabbella, V. Suriani, F. Riccio, D. Nardi*
RoSmEEry: Robotic Simulated Environment for Evaluation and Benchmarking of Semantic Mapping Algorithms
arXiv preprint arXiv:2105.07938
- (2021) *E. Antonioni, V. Suriani, F. Riccio, D. Nardi*
Game Strategies for Physical Robot Soccer Players: A Survey
IEEE Transactions on Games
- (2020) *E. Antonioni, V. Suriani, N. Massa, D. Nardi*
Autonomous and Remote Controlled Humanoid Robot for fitness training
- (2019) *V. Di Giambattista, M. Fawakherji, V. Suriani, D.D. Bloisi*
On Field Gesture-based Robot-to-robot Communication with NAO Soccer Players
Robot World Cup, 367-375
- (2017) *D. Bloisi, F. Del Duchetto, T. Manoni, V. Suriani*
Machine Learning for RealisticBall Detection in RoboCup SPL
arXiv preprint arXiv:1707.03628
- (2016) *D. Albani, A. Youssef, V. Suriani, D. Nardi, and D.D. Bloisi*
A Deep Learning Approach for Object Recognition with NAO Soccer Robots
Robot World Cup, 392-403

Languages

Mother Tongue

- Italian

Other Language(s)

- English *Intermediate*
- French *Basic*

Software Development Skills

Programming

- Java
- Matlab
- Python
- Javascript
- Android
- C++
- LaTeX
- Prolog
- HTML

Frameworks

- BHuman
- ROS
- Tree.js
- NAOqi for NAO
- Wordpress

Other Software Developed

- Android application published on the PlayStore with more than 6000 downloads and more that 1300 active users:
<https://play.google.com/store/apps/details?id=com.vincapps.vincenzo.yrordermanager&hl=it>
- WebGL online FPS game:
<http://www.visur.altervista.org/PlanetEscape.html>
- MATLAB experience:
 - Simulation of UAV Systems
 - Implementation of Image Compression Algorithms
- ROS Experience:
 - Development of ROS modules for humanoid control
 - Development of ROS environments for the European Projects:
 - Eurobench (Madrob and Beast)
 - Sciroc 2: Episode 1 and Episode 3
- Steganography:
 - Manipulation of PDF document for information embedding
 - Manipulation of JPEG, PNG, TIFF images for information encoding and decoding