

Matteo Barba

EDUCATION AND TRAINING

[Jan 2024 – Current]

Space and Astronautical Engineering

La Sapienza - University of Rome | <https://corsidilaurea.uniroma1.it/en/course/33484>

City: Rome | **Country:** Italy | **Field(s) of study:** Engineering, manufacturing and construction | **Level in EQF:** EQF level 7 | **Type of credits:** CFU | **Number of credits:** 120

Strong technical background in aerospace engineering, with specialised insight in space missions and exploration.

Key competencies include:

- Orbital dynamics and interplanetary trajectory design
- Mission analysis and satellite system architecture.
- Attitude determination and control systems
- Space environment.
- Systems engineering for scientific and exploratory missions.
- Integration of payloads and instrumentation for space applications.
- Team-based conceptual design and mission planning.

An interdisciplinary approach was developed during the course on the design, simulation and execution of modern space missions to tackle the most complex challenges.

[Sep 2020 – Dec 2023]

Aerospace engineering

La Sapienza - University of Rome | <https://corsidilaurea.uniroma1.it/en/course/33474>

City: Rome | **Country:** Italy | **Field(s) of study:** Engineering, manufacturing and construction | **Level in EQF:** EQF level 6 | **Type of credits:** CFU | **Number of credits:** 180 | **Thesis:** Study of the Propfan: Efficiency, Design, and Applications

A strong foundation in mathematics, physics, and chemistry, combined with core competencies in industrial, aeronautical, and space engineering.

Key areas of skills include:

- Numerical methods
- Solid and structural mechanics
- Materials science and technology
- Electrical engineering
- Orbital mechanics
- Space instruments
- Applied mechanics

The ability to solve complex engineering problems is supported by an interdisciplinary and analytical approach.

PROJECTS

[Nov 2024 – Current]

BILAR

I'm currently involved in the BILAR project at S5Lab (Sapienza Space Systems and Space Surveillance Laboratory), in collaboration with a team of Ph.D. and Master's students.

The project focuses on the simulation and inversion of satellite light curves to support attitude reconstruction, contributing to the development of a service for surface brightness characterization based on virtual and experimental data.

My main responsibility lies in the virtual simulation environment, where I use software tools such as Blender and Unity to reconstruct realistic satellite observation scenarios. This includes creating digital twins of observed objects, modeling their geometry and material properties, and simulating

DATA