# Marco Menchetti

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## Summary

My current focus is developing interface layers between low level devices, with CAN and CANOpen interfaces, and high level control scheme, both in ROS, for Unix application, and .Net for Windows/Unix applications.
I am an Engineer with a Master degree in Control Engineering and a Bachelor degree in Electronic Engineering, both incurred at Sapienza university.

## Industry experience

Mar 2022 -
- Present

**System Engineer at SPINITALIA s.r.l.** – Pomezia, Italy

- Responsible for the development of ROS drivers for a set of marine and terrestrial devices, interfacing and connecting all the low level devices.

- Responsible for maintaining the firmware for a stock of CANOpen-like devices.

Jun 2021 -
- Feb 2022

**Internship at SPINITALIA s.r.l.** – Pomezia, Italy

- I was responsible for developing a C++ simulation environment for underwater devices, along with the necessary control algorithms.

- I developed a framework for non-holonomic planning and trajectory following to be used on both terrestrial and marine vehicles.

## Education

2018 – 2021    **Sapienza - University of Rome** – Rome, Italy

MSc in Control Engineering
Mentors: Professors Salvatore Monaco, Antonio Pietrabissa,
         Engineer Francesco La Gala.
Topic: "*Modeling and control of an underwater Remotely Operated Vehicle
         equipped with a manipulator*"
Final mark: 110/110

2015 – 2018    **Sapienza - University of Rome** – Rome, Italy

Laurea in Ingegneria Elettronica
Mentors: Professor Giuseppe Oriolo.
Topic: "*Sistemi a fase non minima: zeri positivi e i loro effetti.*"
Final mark: 106/110

## Technical skills

**Programming languages**
Proficient in: C++, C, C#, MATLAB
Familiar with: Python, VB

**Standards known**
CANRaw, CANOpen, NMEA

**Software**
LaTeX, Git, CMake

**Languages**
Italian (mother tongue), English (fluent), French (basic)

## Certified courses

Jan 2022    **Learn Multithreading with Modern C++**

Feb 2022    **Master CMake for Cross-Platform C++ Project**

## Other interests

Navigating, sailing, woodworking. I am currently developing a game engine.