Matteo Cavagnino

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Github: https://github.com/Teo7297

Gender: Male **Date of birth:** 07/02/1997 **Nationality:** Italian

ABOUT ME

As a dedicated and passionate Software Engineer, I specialize in highly optimized computation and have extensive experience with languages such as C/C++ and CUDA. My professional focus is on developing efficient and high-performance solutions that drive innovation and excellence in the software engineering domain.
With a strong background in software development, I leverage my expertise to solve complex computational problems and ensure optimal performance in various applications. As a hobby, I enjoy creating video games using Unity and my homemade C++ game engine, which allows me to explore creative problem-solving and software design in a fun and engaging way.
I am committed to continuous learning and staying at the forefront of technological advancements to deliver cutting-edge software solutions. My goal is to contribute to innovative projects that push the boundaries of what software can achieve, whether in the realm of game development or other challenging computational domains.

WORK EXPERIENCE

[27/05/2021 – 27/09/2021]

Software Developer - Stage

Altea S.p.A.

City: Lainate (MI) | **Country:** Italy

[12/12/2022 – 03/09/2023]

Software engineer

CAE

City: Sesto Calende | **Country:** Italy

Worked at close contact with military helicopter simulators (software)

- Analysis and test of existing software
- Bug fixing on different systems such as:
  - Flight Control Sytem
  - Electrical System
  - Graphics (Proprietary Engine)

[04/09/2023 – Current]

Computer Vision Engineer

Acteon - De Götzen

City: Fagnano Olona | **Country:** Italy

Development of an intraoral 3D scanner for medical usage.

I worked in many stages of the pipeline, such as:

- Research and development of 3D Mesh processing algorithms, from paper to optimization
- Implemented innovative solutions for mesh alignment and refinement
- Developed GPGPU algorithms for 3D multi-volume processing using CUDA
- Improved disparity image generation for stereo-vision

EDUCATION AND TRAINING

[22/08/2016 – 10/12/2019] **Dottore in Informatica (Bachelor Degree)**

Universita' degli Studi dell'Insubria https://www.uninsubria.it/

Address: Via Ravasi, 2, 21100, Varese, Italy | **Field(s) of study:** Computer Science

[20/12/2019 – 10/10/2022] **Dottore Magistrale in Informatica (Master Degree)**

Universita' degli Studi di Milano https://www.unimi.it/it

Address: Via Festa del Perdono, 7, 20122, Milano, Italy | **Field(s) of study:** Computer Science

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

My Digital Skills

Python | C/C++ | OpenGL | CMake | GIT | C# | Unity | Database: SQL, MySQL, MongoDB | UNREAL ENGINE | Experience in GPU programming using CUDA C/C++.

Privacy Notice & Data Protection Statement: I hereby authorize the processing of my personal data in accordance with Article 13 of the GDPR (EU) 2016/679 for the sole purpose of personnel recruitment and selection. I understand that my personal data will be handled confidentially and stored securely for the duration of the recruitment process.

Cavaria con Premezzo, 27/01/2025