ANTHONY FREZZATO

7650 13e Avenue, Montréal (Québec) H2A 2X7
514-796-1359
anthony.frezzato.1@ens.etsmtl.ca
www.linkedin.com/in/anthony-frezzato
Website: https://antho6222.github.io/

Languages: French (native), English
GPA 4.0

■■■■ FORMATION

Master Information Technology (IT) engineering (M. Sc. A)	Since 2021
École de technologie supérieure (ÉTS)	
Université du Québec, Montréal	

Bachelor of Software Engineering	2021
École de technologie supérieure (ÉTS)	
Université du Québec, Montréal	

Technological University degree Electrical Engineering	2007
Institut universitaire de technologie	
Béthune, France	

■■■■ PUBLICATION

Synthesizing Get-Up Motions for Physics-based Characters	2022

- ➢ Published in 21st ACM SIGGRAPH / EUROGRAPHICS SYMPOSIUM ON COMPUTER ANIMATION (SCA)

■■■■ PROJECTS

Deep reinforcement learning project (Master)	2021-2022

- ➢ Learn deep neural network with a machine learning algorithm
- ➢ Learn a physics-based character to get-up from floor using various styles
- ➢ Work published to well know computer graphics conference (SCA 2022)

3D graphics projects with OpenGL and DirectX	2019

- ➢ C++ programming and textures managing
- ➢ Use of 3D maths and implemented physics and collisions

Video games creation	2018-2019

- ➢ Created a first-person shooter (FPS) and third person shooter (Unreal Engine)
- ➢ Created ball in a maze game (Unity)
- ➢ C++/C# programming and creates animations and meshes with Blender

■■■■ KNOWLEDGE

Programming Languages: C++, Python, C#, Java, Javascript, LUA

Softwares: Visual Studio, Unreal Engine, Unity 3D, Vortex, Blender, IntelliJ IDEA, Eclipse, Git, Matlab

■■■■ PROFESSIONAL EXPERIENCE

Software Engineer
Autodesk, Montréal   Summer 2020

➤ Develop and design new features.
➤ C++/ Python programming and use of Qt for the user interfaces.
➤ Use of agile methodology.

System Software Specialist
Cae Inc, Montréal   Fall 2019

➤ Implemented Ethernet blackbox recorder project (C++).
➤ Tests and integration of functionalities on an airplane flight simulator.
➤ Use of agile methodology.

Test Automation Specialist
Equisoft, Montréal   Winter 2018

(Intership 4 months and 7 months in partial time)
➤ C# and Java programming
➤ Develop and maintain automated regression testing

■■■■ WORK EXPERIENCE

Automation Technician
Équipement Comact Inc, Chicoutimi   2014 - 2017

➤ Programming and starting automated equipments (over the world)

Automation Technician
Ancea System, France   2009 - 2014

➤ Programming and starting automated equipments (over the world)

■■■■ PROFILE

Personal characteristics	**Activities and leisure**
o Autonomous	o Electric guitar
o Attention to detail	o Network games
o Quick learning	o Programming

Anthony FREZZATO