

# ANTHONY FREZZATO

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**Languages: French (native), English**

**GPA 4.0**

## ■ ■ ■ ■ FORMATION

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<b>Master Information Technology (IT) engineering (M. Sc. A)</b> École de technologie supérieure (ÉTS) Université du Québec, Montréal	Since 2021
<b>Bachelor of Software Engineering</b> École de technologie supérieure (ÉTS) Université du Québec, Montréal	2021
<b>Technological University degree Electrical Engineering</b> Institut universitaire de technologie Béthune, France	2007

## ■ ■ ■ ■ PROJECTS

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<b>Deep reinforcement learning project (Master)</b>	2021-2022
<ul style="list-style-type: none"><li>➤ Learn deep neural network with a machine learning algorithm</li><li>➤ Learn a physics-based character to get-up from floor using various styles</li><li>➤ Work submitted to well know computer graphics conference (SCA 2022)</li></ul>	
<b>3D graphics projects with OpenGL and DirectX</b>	2019
<ul style="list-style-type: none"><li>➤ C++ programming and textures managing</li><li>➤ Use of 3D maths and implemented physics and collisions</li></ul>	
<b>Video games creation</b>	2018-2019
<ul style="list-style-type: none"><li>➤ Created a first-person shooter (FPS) and third person shooter (Unreal Engine)</li><li>➤ Created ball in a maze game (Unity)</li><li>➤ C++/C# programming and creates animations and meshes with Blender</li></ul>	

## ■ ■ ■ ■ KNOWLEDGE

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

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

Anthony FREZZATO

## ■ ■ ■ ■ PROFESSIONAL EXPERIENCE

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### **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

(Internship 4 months and 7 months in partial time)

- C# and Java programming
- Develop and maintain automated regression testing

## ■ ■ ■ ■ WORK EXPERIENCE

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### **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)

## ■ ■ ■ ■ ACTIVITIES

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Montréal Game Jam

2019

- 2D platform game creation with Unity (C# programmer)

## ■ ■ ■ ■ PROFILE

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### **Personal characteristics**

- Autonomous
- Attention to detail
- Quick learning

### **Activities and leisure**

- Electric guitar
- Network games
- Programming

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