

ANTHONY FREZZATO

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Languages: French (native), English
GPA 4.0

■ ■ ■ ■ FORMATION

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

■ ■ ■ ■ PROJECTS

Deep reinforcement learning project (Master)	2021-2022
<ul style="list-style-type: none">➤ Learn deep neural network with a machine learning algorithm➤ Learn a physics-based character to get-up from floor using various styles➤ Work submitted to well know computer graphics conference (SCA 2022)	
3D graphics projects with OpenGL and DirectX	2019
<ul style="list-style-type: none">➤ C++ programming and textures managing➤ Use of 3D maths and implemented physics and collisions	
Video games creation	2018-2019
<ul style="list-style-type: none">➤ 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

Anthony FREZZATO

■ ■ ■ ■ 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

(Internship 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)

■ ■ ■ ■ ACTIVITIES

Montréal Game Jam

2019

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

■ ■ ■ ■ PROFILE

Personal characteristics

- Autonomous
- Attention to detail
- Quick learning

Activities and leisure

- Electric guitar
- Network games
- Programming

Anthony FREZZATO