




Riccardo Tessarin

Date of birth: 06/09/1996


Nationality: Italian

Gender: Male

CONTACT

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WORK EXPERIENCE

18/03/2024 – 20/09/2024 Brescia (BS), Italy

Software developer Dinema S.p.A.

Designed and developed software to automate the process of creating textures from images of yarns used in the production of knitwear. For this purpose, in addition to the design of the physical setup for image acquisition, new image matting, texture synthesis and texture tiling techniques were developed.

In addition, computer vision techniques were used to edit and fix the acquired yarn color.

The textures generated by the software can then be applied to programs for rendering the garment in 3D.

Address Via San Polo, 183, 25124, Brescia (BS), Italy

22/10/2018 – 14/02/2019 Ferrara (FE), Italy

3D animator Istituto Italiano di Tecnologia

Production of photorealistic animations used as visual stimuli in neuroscience research projects.

Design and management of the production process at every stage, using a variety of software and algorithms:

- Kinematic data acquisition with OptiTrack system
- Filtering with Motive and algorithms in Matlab
- Creation of scenes and actors with MotionBuilder
- Final rendering production with DAZ Studio

Address Via Fossato di Mortara, 19, 44121, Ferrara (FE), Italy

01/07/2014 – 31/07/2014 Porto Viro (RO), Italy

Technical assistant C.P.M. Computer & Service

Customer service, custom computer assembly, testing and assistance in hardware and software repair.

Address Via Argine Spini, 41, 45014, Porto Viro (RO), Italy

EDUCATION AND TRAINING

01/10/2019 – 23/10/2024 Milano (MI), Italy

Master's Degree in Computer Science Università degli Studi di Milano

Software programming, networks, mathematics, logic, foreign language (English)

Website <https://www.unimi.it/> | **Final grade** 104/110 | **Level in EQF** EQF level 7 |

National classification 7 - Master's degree (2 years) | **Thesis** Capture of Real-World Yarns for 3D Knitted Garment Rendering

01/10/2015 – 14/03/2019 Ferrara (FE), Italy

Bachelor's Degree in Computer Science Università degli Studi di Ferrara

Software programming, operating systems, mathematics, logic, foreign language (English)

Website <https://www.unife.it/> | **Final grade** 103/110 | **Level in EQF** EQF level 6 |

National classification 6 - Bachelor's degree (3 years) | **Thesis** Photorealistic animation production: from kinematic data acquisition to final rendering

13/09/2010 – 02/07/2015 Adria (RO), Italy

Diploma of Technical Institute, Technological sector, specialization in Building, environment, territory Istituto d'Istruzione Superiore Polo Tecnico di Adria

Use of CAD drawing programs for designing various types of housing and commercial structures. Use of topographic tools for surveying.

Website <https://polotecnicoadria.edu.it/> | **Final grade** 94 | **Level in EQF** EQF level 4 | **National classification** 4 - High school diploma

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

Other language(s):

English

Listening B2

Spoken production B2

Reading C1

Spoken interaction B2

Writing B2

French

Listening A1

Spoken production A1

Reading A1

Spoken interaction A1

Writing A1

Spanish

Listening A1

Spoken production A1

Reading A1

Spoken interaction A1

Writing A1

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

DIGITAL SKILLS

Digital Skills - Test Results

 Information and data literacy	ADVANCED	Level 6 / 6
 Communication and collaboration	ADVANCED	Level 6 / 6
 Digital content creation	ADVANCED	Level 6 / 6
 Safety	ADVANCED	Level 6 / 6
 Problem solving	ADVANCED	Level 6 / 6

Results from [self-assessment](#) based on [The Digital Competence Framework 2.1](#)

PROGRAMMING KNOWLEDGE

● **Most used languages**

C++, C, C#, Java, Python

● **Known languages**

Kotlin, JavaScript, HTML, XML, CSS, PHP, Swift, CUDA C

● **Game engines**

Unity, Unreal Engine