



RICCARDO TESSARIN

MSc IN COMPUTER SCIENCE

CONTACTS

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PROGRAMMING SKILLS

ADVANCED

C++, C, C#, Unity, Java, Python, OpenCV

BASIC

JavaScript, CSS, HTML, XML, PHP, Unreal Engine, OpenGL, CUDA C, Kotlin, Swift

LANGUAGE SKILLS

- Italian (Mother tongue)
- English (Advanced)
- French (Basic)

PERSONAL PROFILE

I am a software developer with a strong passion for video games and their development. During my studies at the University of Milan, I had the opportunity to expand my knowledge with exams concerning game development, artificial intelligence, wireless networks, and mobile development, creating projects of various kinds in Unity, C#, C++, Java, and Python. My time at Dinema S.p.A. and Istituto Italiano di Tecnologia allowed me to expand my expertise in motion capture, rendering, image processing, and C++. Always eager to learn and improve myself, offering all my skills and knowledge at your disposal.

WORK EXPERIENCE

Dinema S.p.A.

03/2024 - 09/2024

BRESCIA (BS), ITALY

Software developer

- Designed and developed an image processing software in C++ to automate the process of creating textures from images of yarns used in the production of knitwear
- Designed the physical setup for yarn images acquisition
- Developed new image matting, texture synthesis, texture tiling, and computer vision techniques to confer the required specifications to the acquired yarn
- Textures produced by the software can be applied in yarn-level detail 3D garment renderers

Istituto Italiano di Tecnologia

10/2018 - 02/2019

FERRARA (FE), ITALY

3D animator

- Production of photorealistic animations used as visual stimuli in neuroscience research projects
- Design and management of each step of the process, from kinematic data acquisition with OptiTrack system to the realization of the final rendering

C.P.M. Computer & Service

07/2014 - 07/2014

PORTO VIRO (RO), ITALY

Technical assistant

- Customer service
- Custom computer assembly
- Testing and assistance in hardware and software repair

EDUCATION

Università degli Studi di Milano

10/2019 - 10/2024

MILANO (MI), ITALY

Master's Degree in Computer Science

- Final grade: 104/110
- Thesis: Capture of Real World Yarns for 3D Knitted Garment Rendering

Università degli Studi di Ferrara

10/2015 - 03/2019

FERRARA (FE), ITALY

Bachelor's Degree in Computer Science

- Final grade: 103/110
- Thesis: Photorealistic animation production: from kinematic data acquisition to final rendering

Istituto d'Istruzione Superiore Polo Tecnico di Adria

09/2010 - 07/2015

ADRIA (RO), ITALY

Diploma of Technical Institute, Technological sector, specialization in Building, environment, territory

- Final grade: 94/100