Riccardo Tessarin

Date of birth: 06/09/1996

Nationality: Italian

Gender: Male

CONTACT

📍 Via Roma, 117,
45018 Porto Tolle (RO), Italy
(Home)

✉️ riccardotex@gmail.com

📞 (+39) 3398621327

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 – CURRENT 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/ | **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 | **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