

FEDERICO SALDARINI

Computer Scientist | Software Engineer



Oxfede.io



fede.saldarini@gmail.com

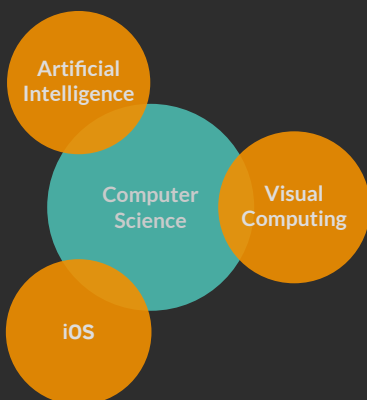


/in/federicosaldarini



saldavonschwartz

Focus



Languages

Python • C • C++ • Obj-C • C#

Frameworks

• PyTorch • Numpy • SciPy
• Eigen • glm • xtensor
• OpenGL • OpenCV • matplotlib
• \LaTeX • Jupyter • Unity
• Unreal

ABOUT

I am a computer scientist focused on **visual computing**, **artificial intelligence** and **interfacing with the physical world** and enjoy projects where these converge.

EDUCATION

2011 **B.S. Computer Science** **Portland State University. Portland, OR.**

2009 **Music Synthesis** **Berklee College of Music. Boston, MA.**

Relevant Coursework (for credit and audited)

- Artificial Intelligence
- Machine Learning
- Computer Graphics
- Computational Photography
- Parallel Computing
- ConvNets for Visual Recognition

PUBLICATIONS

2010 F. G. Saldarini, "Waveshaping: from csound to cocoa," in *The Audio Programming Book*, 1st ed., R. Boulanger and V. Lazzarini, Ed. Cambridge: The MIT Press, 2010, DVD Ch. 34.

PROJECTS IN AI / VISUAL COMPUTING

🔗 Automatic Panorama Stitcher

A pipeline for warping images via planar reprojection based on feature matching.

🔗 Deep Q-Network

Implementation of DeepMind's reinforcement learning algorithm and testing in OpenAI Gym.

🔗 GPUKit

A C++ framework for OpenGL rendering.

🔗 NNKit

A Python framework for implementing dynamic neural networks.

🔗 Digits

A neural network classifier implemented in Python and deployed to iOS via Obj-C++ and OpenCV.

🔗 VRTeleport

A C++ plugin for VR locomotion in Unreal Engine.

EXPERIENCE

■ 01/19 - Graphics / Game Engineer

Crystal Pier Software

Porting an OSX / Windows game from SDL1 to SDL2 and optimizing the game's underlying sprite-based graphics library.

■ 03/17 - Graphics Engineer

Piper

Researched optimization methods for OpenGL ES voxel engine on Raspberry Pi platform.

■ 02/17 - VR Engineer / Co-Creator

RED Patterns

Implemented a room-scale VR experience including depth-captured environments and actors.

■ 11/16 - VR Engineer

Endless Riff

Rigged character models and optimized precomputed lighting in virtual reality scenes.

■ 05/16 - VR Engineer

Boon VR

Prototyped VR environments integrating interactive features and 360 video in Unity and Unreal Engine.

■ 02/16 - iOS / Bluetooth Engineer

Magic Instruments

Implemented a Bluetooth protocol and music engine for iOS devices to interact with an electronic guitar.

■ 08/15 - AR Engineer

Wiggle Planet

Worked on viewport / transform-related code in a custom engine interfacing with Vuforia SDK.

■ 02/14 - iOS / Unity Engineer

Anki

Worked on Drive game for iOS and R&D on interfacing Unity with C++ AI-planner and Bluetooth LE stack.

OTHER EXPERIENCE: iOS FULL-TIME & CONTRACT | 2012-2017

Shyp • Shopular • Live Nation • Interview Cake • Basic Space • Learnist • Nextive