

ALBERTO FRANCO

born June 14th, 1987 in Montebelluna (TV) - Italy
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<https://github.com/thHube>

Work Experience

Freelance Software Engineer

VALIS I am working as a freelancer for several companies such as Adidas and 3D Excite developing plugins and automation for industrial designers for applications such as Rhinoceros 3D, MOD0, Deltagen and Illustrator among the others. I use extensively **Python, C++** and **C#** as the SDK and development toolkits of these applications allow the usage of such languages.
Asolo - Italy
since Jan 2015

Software Engineer

3D EXCITE Assigned to Core team, DeltaGen. Responsible of DeltaGen SDK together with application architect, development and maintenance of various system-level submodules such as scene graph, file I/O management, metadata engine and geometry processing. Technologies used: **C++, Qt, OpenGL, boost, Python** plus several open-source libraries (such as sqlite, DevIL, zlib).
Dassault Systemes
(formerly RTT)
München - Germany
Dec 2012 - Dec 2014

Freelance Software Engineer

Metaverso snc Development of various applications and web sites for Metaverso's clients. Use of **ActionScript, Lua** with Love2D to create interactive application to use in exhibits in local museums. Use of **C#, Java** and **C++** to create internal tools for motion capture and augmented reality.
Asolo - Italy
Sep 2010 - Nov 2012

Software Engineer Intern

Alestea srl I collaborated twice with Alestea as a summer intern. First time using **C++, MFC** and **OpenGL** to create a NURBS curves module to use in internal CAE applications. The second intern focused on my Bachelor thesis, a solver for linear matrices developed with **C++** and **CUDA**.
Padova - Italy
Jun 2009 - Sep 2009
Apr 2010 - Sep 2010

Education

MSc Theoretical Computer Science

University of Padua Graduated summa cum laude (110 with honors over 110). Thesis Title: *True concurrency and atomicity: a model-checking approach with contextual Petri nets*. My master degree focused on the study of the theoretical basis of computer science. This choice was driven by a personal need for deeper understanding of what is under the hood rather than acquiring practical skills as I did in the bachelor degree.
Padova - Italy
Oct 2010 - Oct 2012

BSc Computer Science

University of Padua Graduated 100 over 110. Thesis Title: *Solution strategies for linear sparse matrices with GPGPU and multi-core technologies*. Thesis project consisted in the creation of a sparse linear solver with CUDA and C++ to use in FEM applications. I decided to attend computer science after quitting physics to further my passions for computer graphics and programming languages.
Padova - Italy
Oct 2007 Jul 2010

BSc Physics

University of Padua I quit the course after the first year, having passed four exams out of eight. I decided to quit the course due to a greater interest in computer science rather than in physics. It was a hard choice but, probably, the best of my life. The year I spent studying there taught me a lot about dedication, discipline and math.
Padova - Italy
Oct 2006- Sep 2007

Skills

Strong in: C/C++, STL, Qt, OpenGL, Python, C#, GLSL, svn, git
Fair in: Objective-C, Java, Lua, Google Go, MFC, Direct3D, HTML, CSS, PHP, SQL, MongoDB
Languages: Italian (mother tongue), English (good), German (basic), French (basic)