

Anton Treskunov

Software engineering, research, prototyping — Comp. Vision, Learning, UX, VR

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EXPERIENCE

Doxel.AI, Palo Alto — Computer Vision Engineer

September 2017 — now

Application 2D and 3D computer vision and deep learning to point clouds and images. C++, Python, PCL, TensorFlow, ROS.

Google ATAP, Mountain View — Computer Vision Engineer

February 2016 - February 2017

Research and implement CV algorithms for future hardware device, including image stitching and visual search. C++, Android, OpenCV.

Samsung Research, Mountain View — Research Engineer

October 2009 - July 2015

Research, prototype and implement new ways of human interactions with TV. JavaScript, Node.js, C++, Java (Android).

ICT / USC, Marina del Rey, CA — Computer Scientist

August 2003 - June 2009

Software architecture, implementation lead for Virtual Reality systems, Smart Projectors prototyping. C++, Lua, OpenCV, 3D rendering, network.

EDUCATION

Keldysh Institute for Applied Math, Moscow — PhD

Algorithms and Software for Automatic Visual Inspection Systems.

PROJECTS

Touchpad TV Remote — 2013 Samsung TVs

Algorithms for translating finger movement into TV UI navigation. Channel number entry by handwriting: from idea to production.

Flatworld / Virtual Iraq — Virtual Reality Systems

Distributed projection based VR. Decision training and exposure therapy rehabilitation. Software architecture, C++, networks, game engines.

SKILLS

Problem solving, innovative solutions, algorithms and efficient software.

Computer Vision, Machine Learning, Deep Learning, Robotics, Virtual Reality, Human Computer Interaction

Fast UX prototyping.

C++, JavaScript, Java (Android), Python, Lua, C (embedded), Objective C.

OpenCV, SciPy, SkLearn, TensorFlow, R, Matlab, CUDA, Node.JS.

AWARDS

Outstanding Achievement for contribution to 2013 Samsung TV Smart Remote Control.

Best Medical Application for virtual reality exposure therapy treatment of PTSD, 2008, Laval Virtual, France.

Best Paper for Flatworld software architecture. Army Science Conference, Orlando, 2004.

RESEARCH

30 peer-reviewed papers.
3 patents.