

# Anton Treskunov

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

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## EXPERIENCE

### **BSquare, England** — *Senior Software Engineer, Lead*

February 2017

Expert consulting for Mars image recognition project.

C++, OpenCV, Darknet.

### **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, 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.