

Anton Treskunov

Software engineering, research, prototyping — Comp. Vision, ML/DL, UX, VR

Santa Clara, CA 95050
(310) 844-6745
anton@treskunov.net
<http://anton.treskunov.net>

EXPERIENCE

NavTrac, remote — *Computer Vision Engineer*

June 2021 — October 2022

Detection and recognition of moving trucks and shipping containers.

Doxel.AI, Redwood City — *Computer Vision Engineer*

September 2017 — June 2021

Point cloud registration and deviation detection.

Google ATAP, Mountain View — *Computer Vision Engineer*

February 2016 — February 2017

Image stitching and visual search. C++, Android, OpenCV.

Samsung Research, Mountain View — *HCI Research*

October 2009 — July 2015

New ways of human interactions with big screens. C++, Node.js

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

Virtual Reality, Smart Projectors. Research, implementation lead.

EDUCATION

Keldysh Institute for Applied Math, Moscow — *PhD*

Algorithms and Software for Automatic Visual Inspection Systems.

PROJECTS

Detection of Moving Trucks Activity — Deep Learning

Point Clouds Alignment — 3D Computer Vision

Touchpad TV Remote — *2013 Samsung TVs*

Flatworld / Virtual Iraq — *Virtual Reality Systems*

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++, Python, JavaScript.

PCL, OpenCV, SciPy, SkLearn, PyTorch, Triton server, ROS, 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.
8 patents.