Fabien Freling

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EDUCATION

Computer science master
EPITA, 2008

SKILLS

Interests
Image processing, computer vision, optimization, game development, automation

OS
Linux, macOS, iOS, Android

Prog. Languages
C/C++, Python, Zig, Swift/Obj-C, Kotlin, Go, Rust

Languages
French (native), English (fluent)

EXPERIENCE

Netatmo
Jul 2022-Present

Software engineer in the Vision team, working in home cameras (embedded C++): integration of algorithms in products, testing, tooling.

C++, embedded, tensorflow

MoMA
Jul 2020-Jun 2022

Senior backend engineer on E6, a renewable energy management platform: connection to european markets, trading forecasts, automation (CI/CD, unit tests)

Python, SQL

Zenly
July 2017-Jun 2020

Mobile engineer on new features in Swift, Kotlin, Go, C++: video generation from customized 3D models, vector tiles generation of visited places.

Continuous integration/delivery, testing, 3D assets workflow.

C++, Swift, Kotlin, iOS, Android, Go, 3D assets

DxO Labs
Jun 2015 – Jun 2017

Embedded software engineer in the Camera Controls team on image features (auto exposure, auto white balance, lighting) on the firmware level for the DxO One. The platform was provided by Ambarella, with the IAR Embedded Workbench.

Development on the iOS companion app in Obj-C & Swift.

C, embedded, image processing

LTU Technologies
Jun 2011 – Jun 2015

Research engineer in the Algorithm team on image matching, similarity and performance tuning on large scale databases (millions of images).

Led the C++ development best practices: toolchains, code review, code quality, release management.

C++, image processing, vision (detector / descriptor)

Nokia, Qt Development

JAN 2010 – JUN 2011

Software engineer in the Qt Graphic team. Optimized the software rasterizer for CoreGraphics.

Maintainer of the Mac OS X port of Qt: FSEvents, unified toolbar.

C++, MAC OS X

Gustave Roussy Institute

FEB 2009 – OCT 2009

Research engineer on unified platform for medical imaging involving segmentation and registration with heterogeneous data.

Development of the Olena platform: speed optimizations, DICOM format support.

C++, IMAGE PROCESSING