

Fabien Freling

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Driver's license

Software Engineer Specialized in computer graphics

► PROFESSIONAL EXPERIENCE

Jun 2011 - Present

LTU technologies



Research engineer at [LTU technologies](#) in Paris (France).
Working in the Algorithm team on image matching, similarity and performance tuning on large scale databases (millions of images).

Mainly working in C++ and keeping myself updated in the latest advancements in C++ (compilers, standards) to see how we can improve our code base.

Development of iOS applications to showcase our image recognition technology.

Jan 2010 - Jun 2011



Software engineer at Nokia [Qt Development Frameworks](#) in Oslo (Norway).
Worked in the Graphic team on the graphics system raster. Optimized the software rasterizer for CoreGraphics.

Worked on the Mac OS X port of Qt in general, keeping it updated with the latest Mac technologies (FSEvents, unified toolbar, ...) to make Qt applications blend on Mac OS X.

Feb 2009 - Oct 2009



Research engineer at the Gustave Roussy Institute in Villejuif (France) on the Mélimage project in collaboration with the LRDE. Worked on a unified platform for medical imaging involving segmentation and registration with heterogeneous data.

Development of the [Olena platform](#) for the needs of the Mélimage project (speed optimizations, specific I/O like DICOM format, ...).

Feb 2008 - Aug 2008



Intern at Siemens Corporate Research in Princeton (New Jersey).
Worked on [XIP](#), an image processing platform used in the medical field, extending the network and multithreading capabilities. Ported it to UNIX (Mac OS X & Linux).

Sept 2007 - Jan 2008

Teacher assistant at EPITA: teaching C and C++ to third year student, elaboration of projects, ...

► EDUCATION

2003 - 2008

Graduated from [EPITA](#) in Paris, a five year degree course equivalent to a Master of Science in computer science and engineering with two years of intense undergraduate study. Majored in cognitive science and artificial intelligence.

► SKILLS

General:	Computer vision, image processing, machine learning, ...
OS:	UNIX (Linux, *BSD), Mac OS X, iOS
Prog. languages:	C/C++, Python, Objective-C, OCaml
Frameworks:	Cocoa, Qt, OpenCV, scikit-learn
Tools:	vim, emacs, git, valgrind, gdb, subversion, Qt Creator, Apple Dev Tools (Xcode, Instruments, ...)
Languages:	English (fluent), French (native language)