

OBJECTIVES

Highly-motivated software engineer seeking challenging position in the field of computer graphics where I can use and further stimulate my passion for 3D rendering and computer animation. I enjoy teamwork and I'm interested in collaborating with teams internally and externally to develop solutions to challenging problems and drive products to completion.

EDUCATIONAL BACKGROUND

- 2008-2009 **Master of Science, Computer Science** (3D graphics, animation, virtual reality, video game design)
Georgia Institute of Technology (Atlanta, United States)
Cumulative GPA : 3.88/4.0 - Major GPA : 4.0/4.0
- 2005-2008 **French Engineering Diploma, Computer Science** (3D graphics, virtual reality, computer networks)
Université de Technologie de Compiègne (Compiègne, France)
Minor in project management / Innovation and international business relations
- 2004-2005 **BSc Computer Science, 2nd year - Certificate of merit, awarded to the first student in the class**
Heriot-Watt University (Edinburgh, Scotland)
- 2002-2004 **Degree in Mathematics** (called DEUG MIAS in the French system) - With honors
Université de Metz (Metz, France)

WORK EXPERIENCE

- Since June 2009 **R&D Engineer in Computer Graphics**, Silicon Studio Corporation (Tōkyō, Japan)
- Research and development for cross-platform, real-time 3D rendering pipelines
 - Implemented various non-photorealistic rendering techniques for PC and Playstation 3
 - Created an entire WPF-like UI system from scratch in an existing rendering engine
 - Developed an augmented reality environment for creating and animating 3D characters from freeform 2D strokes, as well as texturing features, and a server/client architecture to allow multi-user interactions.
 - Worked on a game and a 3d user interface for a VoD application for Android phones using OpenGL ES 2.0
- Spring 2008 **International Research Internship**, Chiba Institute of Technology (Chiba, Japan)
6 months
- Created an enhanced augmented reality environment with shadows, reflections and fixing occlusion problems
 - Developed a solution for merging haptics technologies, augmented reality and a physics engine
 - Designed and user-tested solutions to efficiently take advantage of these new interaction possibilities
- Spring 2007 **International Internship**, Parexel International (Kōbe, Japan)
6 months
- Undertook the CCNA training (administration of small and medium sized networks)
 - Assisted the I.T. department in expanding, administrating the network and in a major VoIP migration project
 - Developed network-related applications in ASP.NET / C# regarding access rights and ADS

Worked using both English and Japanese throughout my work experience in Japan

TECHNICAL SKILLS

<i>Programming</i>	C/C++ (8 years), C#, Silverlight, CUDA, Java	<i>Games</i>	PS3 programming, Augmented reality Game Engines (C4, PhyreEngine, PhysX) Game design, Virttools, Haptics Handheld devices (nVidia Tegra, Android)
<i>Rendering</i>	Excellent 3D math skills, OpenGL, CG, GLSL Non-Photorealistic Rendering (NPR) HDR Rendering, Advanced animation techniques GPU hardware/optimization/debugging Maya, Realfow, Matchmoving	<i>Software</i>	SVN, HCI, Evaluation techniques UML, Prototyping from specifications

LANGUAGES

French	Native
English	Fluent (studied in Scotland and United States) GRE General Test (Verbal: 410, Quantitative: 750, Writing: 3.5) and TOEFL iBT (104 / 120)
Japanese	Intermediate proficiency, conversational (work experience in Japan) JLPT N3 level (268 / 400) and Kanji Kentei - 8th level (121 / 150)
Spanish	6 years in high school (refresher courses necessary)

INTERESTS AND LEISURE ACTIVITIES

<i>Volunteer</i>	Promotion of fair trade products for "Engineers Without Borders" in France
<i>Passions</i>	Exploring the world, Using technology to improve lifestyles and to entertain, State-of-the-art technologies VFX composing and generally DCC applications, Cinema, Japanese language, Philately, Oenology