

Mailing address upon request

Nationality: French
Driving License

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OBJECTIVE

A software engineer position in a cutting edge technology company to combine my knowledge with my innovative and creative senses.

EXPERIENCE IN COMPUTING, IMAGE AND SOUND

Professional Experience

- **nWave Digital**
www.nwavedigital.com
Brussels, Belgium
November 2009 - June 2010
Software engineer for the world leader in 3D Cinema Production
Conception/Development/Debugging of **different Maya Tools** such as a **particle cache system** and **automatic light rigs**
Setting of a development **framework** (CMake, Subversion)
Use of **Autodesk Maya, C/C++, Python, MEL, CMake, Subversion** and **Git**
The framework, tools and plug-ins are currently used by the developers and artists at nWave Digital to make their new movies
- **Intel**
Project Offset, GET team
www.projectoffset.com
Santa Clara, CA, USA
May 2008 - May 2009
Software engineer in Game Engine Technology
Definition/Integration of a new version for **anim graph**
Conception/Development of a **UI system**
Conception/Development of an **anim graph editor** using this UI system
Use of **Project Offset Editor** and **Game Engine, C/C++, XML** and **XSD**
The UI system is likely to be used for the other sub-editors of the Project Offset Editor and for UI in video games
- **Orange Labs**
France Télécom R&D Internship
Meylan, France
April-August 2007
Major telecommunication company in France and one of the largest in the world
Development of a framework for **real-time visual filters** on **GPU** written in **GLSL**
Use of **C/C++, OpenGL** and **GLSL**
This framework enables France Télécom to quickly develop filters on GPU leading to **high performance** even with **high definition** images.
Nominated for the best final-year internship contest at Ecole Centrale de Lyon

Student Projects

- **Ecole Centrale de Lyon**
Ecully, France
February-March 2007
Lead of the PacMM project - best project of the IT Department
Development of a game for the company **Omegame**
Use of their complete UI authoring solution **Menus Master, C/C++** and **OpenGL**
- **Ecole Centrale de Lyon**
Ecully, France
2004 – 2006
Lead of the iClip project - best project of the School
Development of software which animates images for all music you can listen to, the animation depends on the BPM and the style of music
Use of **C/C++, DirectX** and **FMOD**
Responsible for the Music Analysis module and for the **software architecture**

Computer skills

- **Coding, Scripting** C/C++, Java, Python, MEL
- **DCC Tool** plug-ins, scripting for Autodesk Maya
- **Computer Graphics** OpenGL, GLSL, DirectX
- **User Interface** wxWidgets, GLUT, DXUT
- **Web Technologies** XML, XSD, PHP, XHTML, CSS, Javascript
- **Source Control** Perforce, Subversion, Git
- **Build System** CMake

EDUCATION

- 2004 - 2007 **Ecole Centrale de Lyon** (Ecully, France): top-10 General Engineering School **IT, Multimedia/Telecommunication, R&D** as majors for the last year
- 2002 - 2004 Classes préparatoires (undergraduate courses to prepare nationwide competitive exams in sciences) at Lycée Faidherbe (Lille, France)
- June 2002 French Baccalaureate with honors (French High School Diploma), scientific section, Lycée Saint-Rémi (Roubaix, France)

SCIENTIFIC BACKGROUND

- Mathematics Algebra (vectorial spaces, polynomials, bilinear algebra) and Analysis (functions, suites, series, differential calculus)
- Physics Mechanics, Energetics, Electrical Engineering and Optics

LANGUAGES

- French Native language
- English Fluent (one year job in Santa Clara, CA, USA, 2008 - 2009; three-month job in Basingstoke, England, summer 2006; TOEFL CBT 243, February 2006)
- German Beginner level
- Spanish Beginner level (self-taught)

INTERESTS

- Art Photography, cinema, music, sound mixing, museums
- Sport Soccer, swimming, badminton, volleyball, snowboarding, roller-skating, motorcycle
- Travel abroad Europe (England, Poland, Germany, Spain, Norway and Italy among others)
North Africa (Tunisia and Morocco)
USA

EXTRA-CURRICULAR ACTIVITIES

- Private lessons in Mathematics and Physics for High School students
- Responsible for communication for "La Source" (Christian youth group)
- Responsible for "Challenge des Grandes Ecoles" (gathering of 3000 engineering students for tournaments in several sports during a week-end), edition 2006
- Scout during four years

REFERENCES

- Sylvain NOUVEAU FX Lead at nWave Digital
Contact information upon request
- Sam MCGRATH Offset Engine Architect at Intel, GET team (Game Engine Technology)
Contact information upon request
- Nicolas PERRET Associate Managing Director, Chief Software Architect at Omegame
Contact information upon request
- Stanislaw BORKOWSKI Co-founder and CTO of Hilabs
Contact information upon request