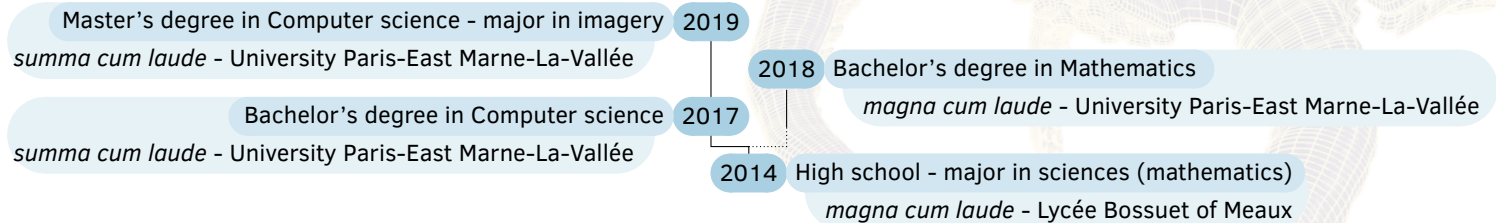


À propos de moi

I have always been passionate about digital creation as a self-taught artist. I then reinjected this curiosity, imagination and ingenuity to carry out my academic and professional work. As a result, during my work experiences, I was appreciated for my autonomy, innovative solutions and rigorous analysis to get my results in collaborative work.

Éducation



Work invitations

- February 2020 · Invited engineer - Bellairs' institute's animation workshop C++ / Eigen / Qt / Radium Engine
Collaborative work in the form of a hackathon on the project *Time based anisotropic blending* : lead developer of the interactive prototype of implicit surfaces' manipulation and composition.
- December 2019 · Research in animation : C++ / Eigen / Implicit skinning / Inverse position's problem / Qt / Radium Engine
Visiting student researcher University of Victoria, Canada
- November 2019 · Proposal of improvements for distance field to a mesh's deformation by skeletons, cages, points.

Work experiences

- September 2019 · Research in animation : C++ / Eigen / Implicit skinning / Inverse position's problem / Qt / Radium Engine
Research internship (rated at 20 / 20). CNRS/Institut de Recherche en Informatique de Toulouse
- April 2019 · Collaborative work with regular international exchanges : analysis of implemented methods and proposals of innovative solutions for the cage-based deformation of a 3D implicit surface and its use in the Implicit Skinning's pipeline.
- August 2018 · Research in cryptanalysis / parametering : CADO-NFS / Computations' automation / Discrete logarithm / Python 3
Research internship (rated at 19 / 20). CNRS/Loria/Inria Nancy
- May 2018 · Automation and parameterization of calculations in the number field sieve's pipeline to decrease the time limit where CADO-NFS beats concurrent softwares to solve the discrete logarithm's problem. Analysis of results and reporting of relevant bugs.
- September 2017 · Tutored preparatory training in Mathematics : Teaching University Paris-East Marne-La-Vallée
Supervision of groups of students to prepare them for their entrance to the Bachelor's degree in Mathematics and Computer Science.

University and personal projects

- 2019 Discrete differential geometry - discrete curvature flows for mesh deformation Java 8 / Processing IDE
Proposal of a graphical interface and software architecture to deform a mesh from geometrical properties.
- 2019 Visualization of a solar system C++ / GLSL / OpenGL 3
Visualization and animation of a solar system. Scripts for the procedural generation of planets and an asteroid belt.
- 2017 Creation and fighting of customizable articulated characters Tutored project / C / SDL
Character editor proposal : animation skeleton, visual aspect, animations and movements for interactive manipulation and automatic collision management.
- 2015 PokeMaths Personal project / C / C++ / SDL
File system managed RPG game : characters, environment, fighting abilities, decisions and opponent interactions. The player can edit his own map to organize his characters.

Main skills

- Programming : C, C++ 17, Java 9, Python 3.8 .
- APIs : Eigen, git, GLSL, \LaTeX , Linux, OpenGL, Qt, SDL .
- Languages : French (Native), English (Professional working proficiency) .

Hobbies

- Art : Drawing and 3D art as a self-taught artist (modeling, rigging, animation using the Blender software) .
- Programming : Creation of independent games, puzzle solving and challenges on CodinGame.
- Sport : Weight lifting, martial arts (jiu-Jitsu fighting, judo) .