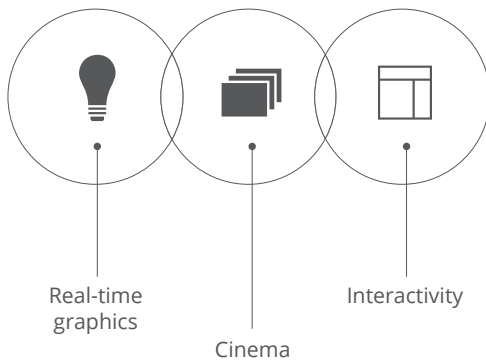


PERSONAL STATEMENT

A creative, organized developer with a strong focus on VR and augmented reality as disruptive, instinctive and powerful tools in existing creative industries. Very good at designing, prototyping and iterating quickly while keeping the code clean, documented and maintainable. Looking for a position in an international team, where experimentation, exchange and collaboration is the key.

AREAS OF EXPERTISE



PROGRAMMING & DESIGN SKILLS

01 Programming languages

- C#
- C/C++
- Python

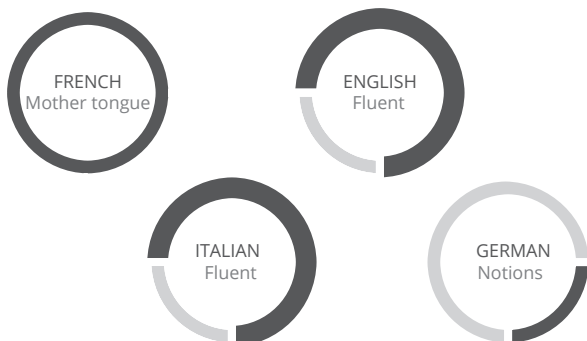
02 Softwares

- Unity
- Unreal Engine 4
- Git / Jira / VStudio
- Premiere Pro
- Photoshop
- Maya
- Blender

03 Knowledge

- Real-time graphics
- Tools programming
- Augmented Reality / VR
- Cinema post-production
- Image composition, lighting
- Artificial intelligence
- Virtual production
- Image Editing
- Motion Capture
- Photogrammetry
- Shader programming
- Research papers

LANGUAGE SKILLS



WORK EXPERIENCE

From June 2014  
R&D - Software Developer  
SolidAnim

Development of virtual production plugins for popular 3D packages and real-time game engines

R&D: Automated real-time rendering and compositing for cinema on-set previzualisation, augmented reality, VR.

Demonstration, support and training of the developed systems in France and abroad (USA, Lebanon, UAE, Germany, Italy, UK...).

From September 2016  
VR consultant  
Freelance

Helped a post-production studio that started to create VR content using traditional rendering methods to integrate real-time rendering in their workflow.

PUBLISHED PAPERS

*A Game Engine as a Generic Platform for Real-Time Previz-on-Set in Cinema Visual Effects*

Timothée De Goussencourt, Jean Dellac, Pascal Bertolino.  
Advanced Concepts for Intelligent Vision Systems (ACIVS)  
Oct 2015, Catania, Italy. 2015

EDUCATION

- From 2012 to 2015  
Bachelor & Master's Degree - "ARTS & TECHNOLOGIES DE L'IMAGE" - Digital art and software engineering  
Université Paris 8
- Summer 2011  
Summer Institute on Leadership and Civic Activism  
Fulbright and U.S. Department of State Scholarship  
Drexel University, Philadelphia
- From 2010 to 2012  
Cinema Studies BA  
Université Paris 7
- From 2009 to 2010  
Engineering prep school
- 2009  
Scientific high-school graduation

HOBBIES & INTERESTS

