BAPTISTE BOHELAY

baptiste.bohelay@gmail.com

DEVELOPER, DESIGNER

Profile

Creatively develop innovative ideas with a wide range of technological knowledge.

Skills

Application Developement

Experienced in developing for Mac, PC, iOS and Web applications with a flexible and robust code. Amazing good at debuging.

Interaction Engineering

Provide fast and creative solutions building an interactive project.

Design/Art

Ability to take care of visual and sound design in a project developement.

Technical

C/C++	iOS dev Kit	Max/MSP & Pure Data
Objective-C	Cinder	Adobe Audition
Javascript	OpenGL	Photoshop
HTML5	WebGL	Ableton Live

Experience

Personal and Art Projects   2013
Developer, designer

• Collaborative art project with Marten Berkman, Projection interieure projection. This installation reflect the shape of the people currently in the room into the images in stereoscopic 3D of Marten. This work will be presented art the Art Underground Gallerie in Whitehorse in march 2014.

• Created a dance performance with interactive visuals. The Show has been presented at the Yukon Art Center in November 2013.

• Developement and design of Lulu's Unreal Exploration, an experimental iPhone video game.

• Developed and designed my own experimental website baptistebohelay.com. Use of Bootstrap, Three.js, JQuery. Please see my other projects on this website.

Tangible Interaction   2012-2013
Developer, designer

Provide highly robust and maintable code with challenging dead lines on public installations applications. Dyanmically contribute bringing sound interaction to the company projects.

• Contributed to the website socialmosa.com (private for now, sorry). Worked on the GUI, the webGL animations, database management. Use of Bootstrap, Node.js, WebGL, Socket.io, Mongodb, Jade, JQuery

• Developed and partially designed a light installation for the live performances of the music group Purity Ring

• Developed a tweeter and instagram animated mosaic for various events

Le Cube

2011

Developer

Developed autonomously an interactive video player installation for an art exhibition.

Konami

2010

Developer, Sound Designer

Work on the Iphone video game Pro Evolution Soccer 2010 and 2011. Developement and design of an interactive and coherent public sound ambient based on emotional events during the game. Developed a pixel perfect GUI that match the design of the graphists. The game won the pocket gamer Gold award.

Dancing Dots

2008

Developer, Sound Designer

Work on the PC video game Horse Life 2. Developement and design of the sounds of the game. Bring innovative and immersive ambient which included reverberation effects and a rich environment.

Education   IRCAM - Paris, France
Master in Conputer Science
Digital sound processing, programming.

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