

# BAPTISTE BOHELAY

DEVELOPER, DESIGNER

me@baptistebohelay.com

## Profile

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

## Skills

### Application

Experiences in developing for Mac, PC, iOS and Web applications with a flexible and robust code. Amazingly good at debugging

### Interaction

#### Ingeneering

Provide fast and creative solutions building an interactive project.

### Design/Art

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

## Technical

C/C++

Arduino

Max/MSP & PD

Objective-C

Cinder & OF

Unity

Javascript

OpenGL, WebGL

Photoshop

HTML5, CSS

Node.js

Ableton Live

## Experience

### Personal Projects

2014

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. The work has been be presented at 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.
- Development 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.

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## Tangible Interaction

2012-2014

Developer, designer

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

- Work on [Halo](#), a reactive light installation. This work has been installed at the Eyeo festival 2013, in Minneapolis.
- 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, Use of Bootstrap, Node.js, WebGL, Socket.io, MongoDB, Jade, JQuery.
- Programming of the visuals for [social mosa 360](#), an immersive projection which display and animate the tweets and Instagram of the audience. This installation has been presented at the Osheaga festival 2013 in Montreal.

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## Le Cube

2011

Developer

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

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## Konami

2010

Developer, Sound Designer

Work on the Iphone video game [Pro Evolution Soccer 2010](#) and 2011. Development and design of an interactive and coherent public sound ambient based on emotional events during the game. Developed a pixel perfect GUI. The game won the pocket gamer Gold award.

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## Dancing Dots

2009

Developer, Sound Designer

Programming and design of the sound for the PC game Horse Life 2. Use of OpenAL spatialization tool.

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## *Education*

### IRCAM - Paris, France - 2009

Master in Computer Science

Digital sound processing, programming.