

BAPTISTE BOHELAY

DEVELOPER, DESIGNER

contact@lebaptiste.com

Profile

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

Skills

Application/Web Development

5 years experience in developing softwares. Amazing debug abilities.

Ingeneering

Provide fast and creative solutions building a project, using the most appropriate technology.

Design

Sensible to design, good understanding of its concepts and constraints.

Technical

C++ / Objective-C

Javascript

CSS

Max/MSP & Pd

WebGL / OpenGL

Node.js

Cinder/OF/Processing

FMod

Responsive Design

Cross Platform Dev

GUI Programming

Signal Processing

Experience

Tangible Interaction

2012-2016

Developer, designer

Autonomous development in C++ and JS of highly robust and fast applications for live performances and installations. My applications run stable for days during international events.

- Development of Cortex : a software designed to control interactive modules as lights or motors. The tools is used in live performances and art installations, and allow the artist to easily create interactive works.
- Development of a driver and calibration system for sensors controlling a tangible installation. System used at the [SXSW 2014](#).
- Programming of [Halo](#), an interactive light installation. Projet présenté at the [Eyeo Festival 2013](#) and the Science World BC.
- 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.

Personal Projects

2016

Developer, designer

- Currently working on the Dôme, a 360 large scale audio-visual interactive installation. Presented to the Amural festival in Brasov, Romania.
 - Created [Cocoons](#), a light installations presented at the [Fête Des Lumières 2014](#) in Lyon.
 - Developed and designed my own experimental website [lebaptiste.com](#).
 - Development and design of [Lulu's Unreal Exploration](#), an experimental iPhone video game (not available anymore)
 - Creation d'une [performance de danse interactif](#), présentée au Yukon Art Center en 2013.
 - Exposition interactive à la gallerie Art Underground a Whitehorse, Canada. Cette installation projette l'ombre du spectateur dans des paysages du Yukon en 3D stéréoscopique. Projet présenté au festival [Interactive Futures 2014](#) et au [Dawson Film Festival](#).
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OrchPlay
Developer

2016

Development of a educational music software playing orchestral music with high quality features, like playing up to 128 audio instruments simultaneously and independently, time-stretching, and audio visualisation interface.

Le Cube
Developer

2011

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

Konami
Developer, Sound Designer

2010

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 that match the design of the graphic designers. The game won the pocket gamer Gold award.

Dancing Dots
Developer, Sound Designer

2009

Education

IRCAM - Paris, France - 2009

Master in Computer Science
Digital sound processing, programming.