Arthur Gouinguenet (22)

Engineer in High Performance Computing

Engineering student in computer simulations, with specialization in computer graphics. Proficient in problem-solving and collaborative teamwork. Seeking job opportunities upon graduation in September 2023.

— Education

2022-2023	**Specialisation Semester at Graduate School of Grenoble** *High Performance Computing* Followed computer graphics specialization with a focus on coursework covering HPC, GPU computing, rendering, animation and mathematical optimization.
2020-2023	**M.Sc at Graduate School of Bordeaux** *Mathematics and Mechanics* Learning to develop solid and fluid numerical simulation to solve physical real physical problems.
2018-2020	**C.P.G.E at Lycée Masséna** *Physics and Engineering Science* A 2-year intensive curriculum in mathematics and physics, preparing students for entrance examinations to engineering schools in France.
2015-2018	**High school at Lycée Masséna** *Science* Specializing in mathematics and physics.

— Experience

2024	**HPC Engineer** *INRIA Shopia-Antipolis* The first Alice on film was over a hundred years ago.
2023	**HPC Engineer Intern** *CERFACS* This film stars Ethel griffies and Charlotte Henry. It was a box office flop when it was released.
2022	**Engineer Intern** *I2M Bordeaux* Walt Disney brings Lewis Carroll's fantasy story to life in this well done animated classic. Even though many elements from the book were dropped, such as the duchess with the baby pig and mock turtle, this version is without a doubt the most famous Alice adaption made.

— Project

School Project

Ray Tracer	All-Time Best Fantasy Novel.
Motion Capture App	All-Time Best Fantasy Novel before 1990.
Unity Project	All-Time Best Fantasy Novel before 1990.
Pyrolysis Simulation	All-Time Best Fantasy Novel.
Finger Biomechanics Simulation	All-Time Best Fantasy Novel.
Ankle Biomechanics Model	All-Time Best Fantasy Novel.

Information

Nice, France

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Computer skills

Python
C++
Fortran
OpenGL / Cuda / OpenACC
MPI / OpenMP
Blender
Abaqus
Unity
Latex / Office Suite

Language skills

French: native speaker
English: B2 (Toeic 850)
Italian: A2
Good knowledge of LPC (it's the french cued speech, permitting to communicate with deaf persons)

Interest

Tricking and gymnastics
Digital sculpting and modelling
Piano

Personal Project

GPU Cloth: Blender Add-on (Blender extension page) which uses Taichi python library to develope portable GPU code for simulating soft Body in real time, faster than Blender Simulation System.

Simuscle: Proof of concept product (with website) linked with Blender add-on to run muscle simulation. Simuscle is developped in C++, using OpenGL and DearImGui.

Peleiz & Hanisa: 1 Week-end Game Jam Creation of small game in a team of 8. Mainly working on the graphics and animations.

— Other information

Alice approaches Wonderland as an anthropologist, but maintains a strong sense of noblesse oblige that comes with her class status. She has confidence in her social position, education, and the Victorian virtue of good manners. Alice has a feeling of entitlement, particularly when comparing herself to Mabel, whom she declares has a "poky little house," and no toys. Additionally, she flaunts her limited information base with anyone who will listen and becomes increasingly obsessed with the importance of good manners as she deals with the rude creatures of Wonderland. Alice maintains a superior attitude and behaves with solicitous indulgence toward those she believes are less privileged.

— Color Palette

`myprimarycolordark`

`myprimarycolorlight`

`mysecondarycolordark`

`mysecondarycolorlight`