Valentin Jacquat
Computer Scientist

Future graduate in Computer Science at EPFL. Specialized in signals, images and interfaces. Video games enthusiast both on consumer and creator sides. Very interested in game development, computer graphics and virtual reality.

📍 Switzerland

PROGRAMMING LANGUAGES

`C++` `C#` `Python`

`Java` `Scala`

`JavaScript`

LANGUAGES

French
Native or Bilingual Proficiency

English
Native or Bilingual Proficiency

German
Professional Working Proficiency

INTERESTS

`3D modeling` `Music`

`Video games`

`Programming`

`Animation`

EDUCATION

Master
EPFL
09/2019 - 04/2022
Courses and related projects
- Semester project
- Advanced Computer Graphics
- Virtual Reality
- Machine Learning
- Development in Unity and research study on cybersickness
- Complete ray tracer in C++
- VR game for Oculus Quest in Unity
- Recommender system in Python

Bachelor
EPFL
09/2014 - 07/2019
Bachelor project
- Isohedra tilings generator and visualizer in C++

WORK EXPERIENCE

Master project internship
Artanim
10/2021 - 04/2022
Achievements/Tasks
- Research project on character animation techniques for VR

Software engineer internship
Eyeware
02/2021 - 08/2021
Achievements/Tasks
- Developed an eye tracking SDK for Unity

PERSONAL PROJECTS

Creating a multiplayer first-person shooter game with Unity (11/2021 - Present)
- Working on a sci-fi multiplayer FPS game with Unity.

Java teaching assistant (02/2019 - 02/2021)
- Online teaching assistant for EPFL Java courses on Coursera.

Created a browser mini-game (03/2020 - 03/2020)
- Created and deployed a JavaScript mini game to play with friends during COVID-19 lockdown.

Created a business website (03/2019 - 06/2019)
- Created and deployed a website for a local business.

Created procedural animations in Java (02/2019 - Present)
- Created short 2D and 3D animations in Java with Processing.