Thomas Guegan

Developer specialized in graphics engine and real-time simulation, open for opportunities.

WORK EXPERIENCE

SEPTEMBER 2018 - TODAY

Software Engineer
ANSYS Optis

Real-Time Kernel and Interactions team for VRX-PERIENCE, immersive driving simulation. Full integration of realistic sensors (Lidar, Radar) in the engine for ADAS features, from conception to development. Also worked on camera management, performances improvements and features stability. Working with **C#** and **C++/CLI**.

NOVEMBER 2017 – AUGUST 2018

Software Engineer
Gravotech

Software development for 3Design, CAD solution for jewelry. Developed and improved lite version, reporting features, parametric control. Operated in graphical updates and features stability. Mainly working with **Java**, **JoGL**, and **C++**.

OCTOBER 2016 – AUGUST 2017

VR research fellow
Kitamura's ICD Lab, Sendai, Japan

Designed and developed a new interaction solution touch-based for Virtual Reality implying a single smartphone as hardware, dedicated to applications from the professional world (outside games). Published as poster for **IEEE VR 2019**. Working with **Unity Engine**, **C#**, **VR SDK**.

MAY 2016 – SEPTEMBER 2016

LIRIS, Villeurbanne, France
Software Development Intern

Developed an annotation picture software. Implemented image treatment features (color raising, shape matching, automatic shape recognition, blur detection) and interface improvements. Working with **C++**, **MFC**, **OpenCV**

JUNE 2015 – SEPTEMBER 2015

ALSTOM, Lyon, France
System Administration Intern

Assisted on IT migration tasks for a sensible hardware test environment.

INTERESTS

CULTURE AND ARTS	10+ years pianist, MAO learner, choir singer and underground enthusiast.

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EDUCATION

2012 - 2017	**INSA Lyon - Computer Science and Information Technology** MASTER'S DEGREE *Lyon, France*
2016 - 2017	**Tohoku University** EXCHANGE *Sendai, Japan*

ASSOCIATIONS

2014 - 2015	**Vice President of INSA's Musical Association** *In charge of 120 students, events organization and global management*
2015 - 2016	**In charge of the Graduating Ceremony - Students Association of the CS/IT Department** *Responsible for the entire event and master of ceremony*

LANGUAGES

FRENCH	Native speaker
ENGLISH	Fluent (TOEIC 905/990, one year exchange)
JAPANESE	Basic understanding
ESPERANTO	Currently learning

SKILLS

MAIN	C#, C++, C++/CLI, Java, Unity3D, OpenGL, GLSL
KNOWLEDGES	Rendering (PBR, Real Time), VR/AR, SceneGraphs, Image processing, AI, UX, Software architecture
SECONDARY	Blender, Git, OpenCV, Python, Node, JS (Three, p5), Latex, Bash