

Thomas Guégan

Software Engineer, game development, real-time simulation and graphics

WORK EXPERIENCE

SEPTEMBER 2018 - DECEMBER 2021

Software Engineer

ANSYS Optis

- Core developer for VRXPERIENCE, an immersive simulation platform for autonomous driving.
- Full integration of realistic sensors (Lidar, Radar, realistic cameras) in the engine.
- Revamping of the engine architecture going towards a distributed ECS.
- Design and development of the engine's image handling features.
- 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.
- 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.

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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

SKILLS

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

LANGUAGES

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

ASSOCIATIONS AND INTERESTS

CULTURE AND ARTS	10+ years pianist, MAO learner, choir singer and electronic enthusiast.
ECO-CONSTRUCTION	Worked on various sites and communities with ecological building techniques (clay, wood, lime). Low-tech enthusiast.
STUDENT ASSOCIATIONS	Vice President of INSA's Musical Association, and in charge of the graduating ceremony.