

Thomas PITIOT

Engineer & PhD in Computer Science

Interested in optimization, virtual reality and AI

Work experience

Software architect

[Diginext](#) Toulouse / Since January 2018

Member of the "core" team for the production of Inscape, a unique authoring platform for creating and publishing interactive 3D applications without coding. I work on the development of the data model at the core of our software's engine. Here at Diginext, we mainly use C++, lua and the Qt libraries for UI.

Freelance

Carcassonne - France / From 2016 to 2017

Development of Android and hybrid apps handling both server side and client side.

- Polling app (native Android)

Master's internship & PhD

[ICube Lab](#) Strasbourg / From February 2012 to December 2015

4 years experience as a C++ developer in the field of collision detection in virtual environments using Qt and OpenGL libraries.

Education

PhD in computer science

[University of Strasbourg](#) Strasbourg - France / From 2012 to 2015

Thesis : Multiresolution tools to handle real time simulation interactions.

Key concepts : Real time simulation, particle tracking, adaptive meshes, collision detection

Master's degree in Virtual Reality and Intelligent Systems (RVSI)

[University of Évry Val d'Essonne](#) Évry - France / From 2011 to 2012

Rank : Major (1st) Jury's Mention : Good

Engineer ENSIIE

[ENSIIE \(National Superior School of Computer Science for Industry and Entrepreneurship\)](#) Évry - France / From 2009 to 2012

A French Engineering school specialized in computer science. A French Engineer is able to learn fast and react to any problem thanks to his general cursus

Computer skills

Programming

C++, C, Java, Javascript, Lua, native Android, Schematic Blocks

Softwares and tools

Virtools, 3DVIA Studio, Qt Creator, OpenGL, Android Studio, Unity

- 📅 28 years old
- ✉ thomas@pitiot.eu
- 🌐 pitiot.eu
- 👤 Civil union
- 🇫🇷 French
- 🚗 Driving licence (B)
- ✈ World

Interests

Table tennis, badminton, swimming

Games in general

Travel

Northern Europe and Asia cultural trip 1 year between 2016 and 2017 : Denmark, Sweden, Norway, Finland, Russia, Mongolia, South Korea, Japan et China.

Languages

English

Bilingual

French

Native

Spanish

Good understanding

Papers

Deformable Polygonal Agents in Crowd Simulation

Presented in June 2014, at the conference Computer Animation and Social Agents (CASA) in Houston

Auteurs : Pitiot, Cazier, Jund, Habibi & Kraemer