

Thomas Pitiot

Engineer & PhD in Computer Science

Specialized in virtual reality

Professional Experience

Freelance Carcassonne - France / Since 2016

Development of Android and hybrid (ionic) apps.

- Polling app
- Multiplatform app to manage local vegetable baskets delivery

Master's internship ICube Lab (called LSIIT at the time) Strasbourg / February 2012 - August 2012

Collision detection for crowd simulation with moving obstacles.

Analyse-conception internship IBISC Lab Évry - France / June 2011 - August 2011

A Toolbox of 3D interactions for Virtools

Publication

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

Education

PhD in computer science University of Strasbourg Strasbourg - France / 2012 - 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 / 2011 - 2012

Rank : Major (1st)

Jury's Mention : Good

Engineer ENSIIE ENSIIE (National Superior School of Computer Science for Industry and Entrepreneurship) Évry - France / 2009 - 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

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


Softwares and tools

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

 [thomas-pitiot](https://www.linkedin.com/in/thomas-pitiot)

 27 years old

 thomas@pitiot.eu

 +33 6 83 70 45 63

 www.pitiot.eu

 French

 Driving license

 Mobility : World

Travel

North Eurasia Cultural trip 2016 - 2017

Denmark, Sweden, Norway, Finland, Russia, Mongolia, South Korea, Japan et China.

Interests

Table tennis

Strategy Games

Languages

English

Bilingual

French

Native

Spanish

Good understanding