

Thomas PITIOT

Computer Science Engineer & PhD

Interested in optimization, virtual reality, gaming industry and AI

Work experience

Software engineer

[Diginext](#) Toulouse / From January 2018 to April 2020

Member of the production team of Inscape, an authoring platform for creating and publishing interactive 3D applications. I work on the development of the data model at the core of our software's engine. In 2019, I've joined the AR team to tackle optimisation problems and VR technologies integration. Here at Diginext, we mainly use C++, python, 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. Ex : 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.

Skills

Team Work


Scrum process, Version control : Git, SVN


Programming


C++, C, Java, Javascript, Lua, native Android, Flutter / Dart


Softwares and tools

Qt Creator, Visual Studio suite, Android Studio, Unity

 30 years old

 thomas@pitiot.eu

 pitiot.eu

 Civil union

 French

 Driving licence (B)

 World

Languages

English

Bilingual

French

Native

Spanish

Good understanding

Interests

Games in general but mostly strategy and puzzle games.

Table tennis, badminton, padel, swimming

Traveling

Travel

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

Papers

Deformable Polygonal Agents in Crowd Simulation

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

Authors : Pitiot, Cazier, Jund, Habibi & Kraemer