DAVID JOURDAN

Computer graphics student
davidjourdan.github.io
06·58·96·10·14 ⋄ david.jourdan@inria.fr

EDUCATION

Télécom ParisTech *2015 - 2018*
Major: Computer graphics and HCI
Real-time and physically-based rendering, global illumination,
Geometry processing (filtering, simplification, subdivision surfaces, parametrization, reconstruction)
Augmented and virtual reality (tracking, stereo)
Minor: Algebra and its applications
Information theory, coding theory, algebraic geometry and cryptography, quantum information theory

Classes préparatoires *2013 - 2015*
Two years of preparation in mathematics and physics for competitive exams

WORK EXPERIENCE

Research Internship *March - August 2018*
I am currently working at INRIA Sophia-Antipolis on the GraphDeco team on simulation and inverse problems related to the design and fabrication of tensile surfaces in architecture.

PROJECTS

Research and engineering project *October 2017 - February 2018*
Group project around skeletal skinning
We implemented the article Real-time Skeletal Skinning with Optimized Centers of Rotation as well as classic Linear Blend and Dual Quaternion skinning techniques in a single, multi-view application to compare the different methods. We also proposed a few modifications to the original article

Technical project *October 2017 - February 2018*
Personal project, I implemented part of the method presented in
3-Sweep: Extracting Editable Objects from a Single Photo in JavaScript, it is still accessible from my webpage

Research initiation *May - June 2017*
As an introduction to research we studied the article
Efficient optimal transportation on geometric domains by Solomon et al.
a difficult topic but we managed to present it to the class and play around with the codebase.

TECHNICAL STRENGTHS

Computer graphics	OpenGL, WebGL, libigl
General-purpose Libraries	Eigen, Qt
Languages	C/C++, Matlab, Python, Java, JavaScript, LaTeX