DAVID **PEICHO**

Research Scientist with experience in computer graphics and game development.



ABOUT ME

Degree Master

City of Residence London, UK

Phone +33 6 27 55 98 55

Email david.peicho@gmail.com



LANGUAGES









GRAPHICS













LINKS







EDUCATION

MASTER IN COMPUTER SCIENCE AND MACHINE LEARNING

EPITA, Paris
Sep 2013 - Sept 2018

EPITA is an engineering school in 5 years, focused on C/C++ programming and Unix systems.

The last two years were focused on Data Science & Machine Learning.



EXPERIENCE

RESEARCH SCIENTIST AT SIEMENS HEALTHINEERS

Siemens Healthineers, Princeton, NJ, USA

Feb 2018 - Current

Maintainer of a **real-time** medical visualization 2D / 3D library, based on WebGL and Three.js. The framework now includes:

- Volume Pathtracing with real-time refinements
- Volumes and surfaces merging
- Multiplanar Reconstruction

SOFTWARE ENGINEER INTERN AT SKETCHFAB

Sketchfab, Paris

www.sketchfab.com

Sept 2016 - Jan 2017

In charge of implementing a SSAO post-process, a gITF loader, and a Front-End ASTC texture decompressor.

SOFTWARE ENGINEER INTERN AT AERYS

Aerys, Paris

www.aerys.in

may 2015 - Sept 2015

Development of a small C++ 3D game using the Minko Engine. Development of JavaScript 2D games using React & CreateJS.



PROJECTS

ArtFlow

JS, Tree.js, GLSL

www.github.com/DavidPeicho/artflow

3D frontend software to draw in VR (Tilt Brush like).

FPSDesigner

C#, WPF, XNA, HLSL

https://github.com/FPSDesigner/FPSDesigner

"Unity-like" software to create 3D FPS games with an editor. Very limited, done as an undergraduate student.

PatternTrackingController

C++, SFML

https://github.com/DavidPeicho/pattern-tracking-controller

Tiny real-time arrow recognition library, used to control a player in a game.

EnvKit

C++, TBB, OpenGL

https://github.com/albedo-engine/env-kit

Tool computing irradiance map on CPU / GPU for real-time Image Base Lighting.



LANGUAGES

FRENCH ENGLISH SPANISH

Native Toeic (935) Elementary