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

LANGUAGE USE

Daily — **JS**

Frequently — **C++** **C**

Sometimes — **Python** **Java**

TECHNOLOGY USE

Daily — **OpenGL** **WebGL** **Three.js**

Frequently — **Blender**

Sometimes — **UE4**

LINKS

www.github.com/DavidPeicho

www.linkedin.com/in/david-peicho

EDUCATION

MASTER IN **COMPUTER SCIENCE** AND **MACHINE LEARNIN**G

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 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 surface 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 glTF 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