DAVID **PEICHO**

Software Engineer with experience in **computer graphics** and **game development**.

ABOUT ME

Degree
Master

City of Residence
London, UK

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Email
david.peicho@gmail.com

Website
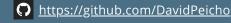https://davidpeicho.github.io

LANGUAGES

JS C++ C

GRAPHICS

- **OpenGL**
- **WebGL**
- **Three.js**
- **Blender**

LINKS

https://github.com/DavidPeicho

https://linkedin.com/in/david-peicho/

EDUCATION

MASTER IN **COMPUTER SCIENCE** AND **MACHINE LEARNING**
EPITA, Paris   *Sep 2013 - Sept 2018*

EPITA is a 5-year engineering school focused on C/C++ programming and Unix systems.

EXPERIENCE

RESEARCH SCIENTIST AT **SIEMENS HEALTHINEERS**
Princeton, NJ, USA   *Feb 2018 - Current*

Lead developer of a **real-time** medical visualization library, based on Three.js / WebGL. Current state includes:
- Volume pathtracing with real-time refinements
- Volumes and surfaces merging
- Multiplanar reconstruction

SOFTWARE ENGINEER INTERN AT **SKETCHFAB**
Paris, France   sketchfab.com   *Sept 2016 - Jan 2017*

Developed:
- The sketchfab.com SSAO post-process
- The sketchfab.com ASTC texture decompressor
- A glTF loader for the OSG.js open-source framework

SOFTWARE ENGINEER INTERN AT **AERYS**
Paris, France   aerys.in   *May 2015 - Sept 2015*

Developed:
- A Wii sport-like game. Made in C++ with the Minko Engine
- A set of 2D mini-games. Made in JS using React & CreateJS

PROJECTS

ArtFlow   *JS, Three.js, GLSL*
https://github.com/artflow-vr
3D web browser application to draw in VR (Tilt Brush-like).

FPSDesigner   *C#, WPF, XNA, HLSL*
https://github.com/FPSDesigner/FPSDesigner
Custom game engine and editor for building FPS games.

PatternTrackingController   *C++, SFML*
https://github.com/DavidPeicho/pattern-tracking-controller
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 Based Lighting (IBL).

LANGUAGES

FRENCH	**ENGLISH**	**SPANISH**
Native	Toeic (935)	Elementary