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## EDUCATION

### Phd in Computer Sciences Computational Interactions for 3D Modelisation

2012 - 2016 | Telecom ParisTech  
Phd Advisor: T. Boubekeur  
Future & Rupture Award (2nd)

### ENSIMAG Engineer Image, Virtual Reality & Modelisation

2009 - 2012 | Grenoble INP  
2011: exchange semester at the  
university of Toronto  
2010: Research Project at INRIA  
collaboration with the National Museum  
of Natural History

### Preparatory Class (CPP) Math & Computer Sciences

2007 - 2009 | Toulouse

## COMPETENCES

#### Programmation Languages:

C++, python, Qt/QML, OpenGL,  
OpenCV, pybind.

#### Project Management:

Jira, Git, Confluence, Docker

**Product:** Adobe XD, Miro, Figma

**Others:** French, English, Spanish  
(notions), AFPS, BAFA

## VOLUNTEER WORK

- 2023 | **Latitudes**  
FuturOfTech - numerical impact  
workshops for highschool students
- 2022 | **Team For The Planet**  
Shareholder, volunteer and innovations  
evaluator.
- 2020 - 2021 | **Social Builder**  
Mentor for women learning computer  
sciences.

# EMILIE GUY

Passionate about Computer Graphics  
and User Experience.

## EXPERIENCES

- Dynamixyz** - acquired by Take2Games (2021) - Rennes, France  
2020-2023 | **Project Manager**  
Conception and development of Performer 3 software in relation with leadership (CMO, CTO). Personas creation, users interview journey, software architecture, UX/UI, API handling, multi-factorial data handling, team and project management. Bridge between Research and Development teams to integrate new features.  
2018-2020 | **R&D Engineer**  
Research and improvement of face tracking algorithms to improve both quality and performance of existing solutions. Collaboration on research topics: scan-based solving, facial animations denoising and editing projects based on NN.
- Weta Digital** - Wellington, New Zealand  
2016-2017 | **Research Engineer - LookDev Team**  
Material acquisition and modelisation, SVBRDFs, texture synthesis, to create tool and support artists. Work with multidisciplinary teams (artists, software, research).
- Disney Animation** - Burbank, California  
june-aug 2014 | **Research Intern**  
Shape analysis research for animation purpose. First application of PhD research in an artistic area.
- Dassault Systems** - Velizy Villacoubay, France  
fev-june 2012 | **PFE - R&D research**  
Generation of complex and realistic motions for virtual characters. Prototypes research and conception.
- EDF** - Clamart, France  
june-sept 2012 | **R&D intern - SINETICS team**  
Development of 3D navigation and visualization applications on tablets, to train a diverse audience to work in complex environments.

## PUBLICATIONS

- VCG 2016** | Extended LazyNav: Virtual 3D Ground Navigation for Large Displays and Head-Mounted Displays | Punpongsanon, Guy, Iwai, Sato, Boubekeur (Best Paper Award)
- Siggraph 2016** | Animated Mesh Approximation With Sphere-Meshes  
J.-M. Thiery, E. Guy, T. Boubekeur, E. Eisemann.
- 3DUI 2015** | LazyNav: 3D ground navigation system with non-critical body parts  
Guy, Punpongsanon, Iwai, Sato, Boubekeur (Best Paper Award).
- Eurographics 2014** | SimSelect: Similarity based selection for 3D surfaces  
E. Guy, J.-M. Thierry, T. Boubekeur.
- SBIM 2014** | Mosaic: sketch-based interface for creating digital decorative mosaics  
R. Abdrashitov, E. Guy, J. Yao, K. Singh (Best Paper Award).
- Siggraph Asia 2013** | Sphere-Meshes: shape approximation using Spherical Quadric Error Metric | J.-M. Thiery, E. Guy, T. Boubekeur.