Adrien MAGLO
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Software Engineer, Ph.D.

Skills:

Programming languages: C, C++, Python, Rust, JAVA, SQL, XHTML/CSS, Javascript, Go.

Computer engineering: Databases, Linux, multimedia, 3D computer graphics.

Mathematical tools: Computer vision, data compression, image and video recognition, deep learning.

Programming frameworks: OpenCV, Django, Android SDK and NDK, OpenGL, Qt.

Work experiences:

March 2016 to now: **R&D lead** at **Videolabs SAS**, France.

Contributions to the Mozilla open source AV1 video encoder (rav1e): motion estimation, AVX2 assembly.
Research and development of a video recognition application that matches medias by filming them with a mobile device.
Development of VR support in VLC Media player: 360° video, 3D sound, Virtual cinema mode and VR headsets.
Face recognition with deep neural networks.
Prototyping of a media recommendation platform based on metadata.

March 2014 to January 2016: **CTO** at **Instadeo SAS**, France.

Design and development of a video conference web platform based on WebRTC in Python 3 Django.

September 2013 to January 2016: **Founder** at **Visualink SAS**, France.

Development of an open source image recognition platform (http://pastec.io),
Prototyping of a mobile video recognition system,

June 2008 to September 2015: **VLC media player developer** in the **VideoLAN project**, France.

Android port, new features (video filters, displaying of TV program tables, media library...), maintenance fixes.

2011 and 2012: **Visiting academic** at **Cardiff School of Computer Science and Informatics**, United Kingdom

Two internships of three months to develop new algorithms for 3D mesh compression.

May to November 2009: **Intern** at **EDF R&D** (first French electricity provider), Clamart, France.

Study of images and video compression standards to encode scientific visualization image streams.
Prototyping of a lossless and real-time compression algorithm for remote desktop applications.

July to August 2008: **Intern** at **MAS laboratory** (Mathematics Applied to Systems), Ecole Centrale Paris.

Development of a prototype based on VLC Media Player for collaborative scientific visualization with a display wall and a graphic cluster.

Education:

2010-2013: **Ph.D. in Computer Science** at **MAS Laboratory, Ecole Centrale Paris**.

Subject: Progressive and Random Accessible Mesh Compression.
Propositions: Three new 3D mesh compression algorithms and a polygon mesh simplification method.
Results: four publications in international conferences and journals, two compression algorithms released.

2006-2009: **Master of Science (Diplôme d'ingénieur)** at **Ecole Centrale Paris**.

General engineering courses with a major in electrical engineering and computer science.

2004-2006: **Preparatory classes for engineering universities** at Lycée Richelieu, Rueil-Malmaison, France.

Intensive maths, physics, electrical engineering and mechanics courses.

2003 -2004: **Technical high school diploma** at Lycée Richelieu.

Specialty: mechanics and industrial automation.

Languages:

French: mother tongue **English:** fluent **Spanish:** beginner

Personal interests:

Open source and free software development, startup ecosystem, cycling, jazz music.