

julien catala

software engineer & technical artist



more at
www.julientechnology.art

Experience

2022-2023 · Paris

Tech Artist, Pastagames

Tech art for KarmaZoo (Devolver), coordination between dev and artists to find technical solutions, integration of graphical assets, 2D pixel art production.

2015-2018 · Paris

Software Engineer, Dassault Systèmes

Front-end dev, UX design for 3DEXCITE apps, UX guidelines standardization, product design & prototyping.

2015 · Barcelona

Engineering Internship, Atos

UX & UI design, Android dev, client-server-database architecture design.

2014 · London

3D & VR Research Internship, University College London

VR prototype w/ Haption Virtuose 6D (haptic device) and Oculus Rift headset, 3D modeling & rigging, OpenGL dev.

2013 · Toulouse

Engineering Internship, Infotel

Database enhancements for Airbus internal tool, engineering workflow training.

2012 · Toulouse

Research Internship, IRIT - VORTEX Group

Discovered the world of research in computer graphics and VR, developed 3D fractal images algorithm with POV-Ray.

Education

2021-2022 · Paris

Supplementary Bachelor's Degree in 3D Design, ICAN

3D modeling - rigging - animation, 2D animation & motion design, video editing, game dev, traditional drawing.

2012-2015 · Bordeaux

Master's Degree in Computer Engineering, ENSEIRB

General software engineering courses & specialization in 3D development, video games, and multimedia.

2012-2015 · Toulouse

Preparatory Classes in Engineering, La Prépa des INP

Preparatory courses for the selective examination entrance to French engineering schools.

Skills

Programming

JS	HTML	CSS
C	C++	C#
Java	PHP	SQL
Python	Processing	

Creation

Unity	scripting, asset integration, shader coding
3D	M Blender 3D modeling & rendering, animation
Ps Ai Ae Pr	Image & video editing, motion design
XD Figma	UX design, UI mockups

Languages

French:	Native
English:	Bilingual (TOEIC 980/990)
Spanish:	Intermediate

About me

I'm a software engineer with an additional diploma and experience as a technical artist, comfortable coding and working in 3D.

I have a keen eye for modern design and am currently exploring what generative AI can bring to the creative field.

Outside of work, I'm passionate about both the competitive worlds of sports and esports, as well as the deeper mysteries of science and philosophy.



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