## CONTACT

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## BACKGROUND

**1999_ today – Professional Training**
C++, OpenGL, C#/.Net, parallel, Agile, WebGL, WPF and multi-threading, React JS

**1998-99 - ESTIA/Cranfield Univ.**
Master of Science CAD/CAM/CAE (AB)

**1997-98 – Grenoble university**
Dual-skilled computer science DESS degree (AB)

**1996-97 - Toulon university**
Marine engineering DESS degree (Telecommunication and robotic) (AB)

**1994-96 – Grenoble university**
Bachelor and Master degree in mechanics(AB)

## SKILLS

**Languages:** C, C++, C#/.Net4.0/4.5/4.7, Js/TypeScript

**Frameworks**: WPF, React, Redux, ReactQuery, TPL/DataFlow, Prism/Mef, TopADS, Qt, Gtk

**Tools:** Visual Studio, Git, Svn

**Softwares:** Pro-Engineer, Ideas MS, TopSolid

## LANGUAGES

**English: professional**

## HOBBIES

**Voyages:** Portugal, Spain, Algeria, Morocco, Lebanon, Syria, Reunion island, Guadeloupe, Japan, Indonesia, South Africa

**Sports:** soccer, pala, badminton, padel, snowboard, surf, kitesurf

# Matthieu SHIODA

*Software development engineer*

*Developer of desktop and web softwares since the beginning of my career, I followed languages and frameworks evolutions, and thus gained some experience in terms of software architecture, algorithms and user interfaces.*

## PROFESSIONAL EXPERIENCE

**LECTRA**

**6/2016 – today**
Development of cloud applications (Azure) dedicated to data preparation and cutting room organization.

**1/2016 - 6/2016**
- Studies and costing for the development of a new 2D/3D CAD software dedicated to the furniture market.
- Mini virtual reality project on HTC Vive

**1/2014 - 1/2016**
Developments on a 3D clothing simulation software.

**1/2013 - 12/2013**
Development of a touchscreen software (desktop and tablet PC) for the general public for 3D virtual fitting for the sale of custom-made suits.

**1/2011 - 12/2012**
Development of virtual folds on a 2D/3D CAD software for model making.

**11/2009 - 12/2010**
Development of a data access portal including visualization modules, database search, workflow management.

**8/2002 - 10/2009**
Development of a 3D surface layout software, DesignConcept, plug-in of TopSolid CAD software (Missler Software), analysis of the needs of different markets (automotive, aeronautical, nautical, furniture, composite, inflatable structures, lingerie, ...) through alpha sites and proposal of technical solutions.

**MECALOG**
**9/1999 - 7/2002**
Design and development of an OpenGL graphics library common to several finite element pre-processors (general, business oriented for automotive crash, fluid, biomechanics and stamping) and to the post-processor of the HELIOSS environment (RADIOSS solver).