

PhD in Computer Science

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SKILLS

GLSL

OpenGL

Gratin

Unreal Engine

LaTeX

C / C++

Python, MATLAB

Linux systems

LANGUAGES

French, native (C2)

English, fluent (C1)

Japanese, intermediate (B1)

WORKING EXPERIENCE

PhD Candidate in Computer Graphics

2019-2022

Maverick, LJK, Grenoble, France

Taking hand-painted panorama maps as a case-study, my goal was to provide artists with novel lighting tools to enhance our perception of physical properties (shape, depth) in rendered images.

Computer Graphics Engineer

2019

Absolute Software, Hamburg, Germany

I worked on a VR application for the employees of the Hamburg Port Authority using Unreal Engine. I also worked on networking and visualization features.

Research Engineer Internship

2018

National Institute of Informatics, Tokyo, Japan

I studied the rendering of fluorescence under the supervision of Imari Sato and developed a spectral path tracer.

EDUCATION

PhD in Computer Science

2019-2022, grad.

Grenoble Alpes University, France

MSc in Computer Science (Computer Graphics)

2016-2018, grad.

Toulouse III - Paul Sabatier University, France

AGH University of Science & Technology, Poland

BSc in Computer Science

2014-2016, grad.

Toulouse III - Paul Sabatier University, France

Technical Degree in Computer Science

2013-2014, grad.

Toulouse III - Paul Sabatier University, France

BA in Japanese Language, Literature, and Foreign Civilization

2010-2013, 3rd year

Toulouse II - Le Mirail University, France

PUBLICATIONS

Journal Articles

A Stylistic Study of the Hand-Painted Winter Panorama Maps of Pierre Novat

2022

Nolan Mestres

Cartographic Perspectives, [10.14714/CP100.1753](#)

Local Light Alignment for Multi-Scale Shape Depiction

2021

Nolan Mestres, Romain Vergne, Camille Noûs, Joëlle Thollot
Computer Graphics Forum, Eurographics, [10.1111/cgf.142656](#)

TEACHING

Algorithmics & Functional Programming

2020

To 1st years of BSc in Computer Science