

NOLAN MESTRES

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nixedrag.com

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6, rue Émile Blanc
38420 Domène

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

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, Expected Graduation Dec. 2022

Grenoble Alpes University, France

MSc in Computer Science

2016-2018, Graduated

Toulouse III - Paul Sabatier University, France

AGH University of Science & Technology, Poland

BSc in Computer Science

2014-2016, Graduated

Toulouse III - Paul Sabatier University, France

Technical Degree in Computer Science

2013-2014, Graduated

Toulouse III - Paul Sabatier University, France

Towards a BA in Japanese

2010-2013, 3rd year

Language, Literature, and Foreign Civilization

Toulouse II - Le Mirail University, France

PUBLICATIONS

Journal Articles

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

2022

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

Local Light Alignment for Multi-Scale Shape Depiction

2021

Computer Graphics Forum, Eurographics, [10.1111/cgf.142656](#)

TEACHING

Algorithmics & Functional Programming

2020

To 1st years of BSc in Computer Science