

## // Vincent BERTHET

24 years old - Engineer - Driving licence and car

<IT engineer Digital Imaging>

Rennes

in in/vincent-berthet

**6** 06 58 65 90 33

vincent.berthet42@gmail.com



realvincentberthet.github.io/vberthet

# **Skills**

#### #Languages

French (native speaker) English [commonly] Spanish [basics]

#### #Computing

C/C++17

C#

Python

OpenCV, OpenGL, Boost, PCL

Unix shell, WSL2

Back-end

#### #DigitalImaging

Computer vision 3D animation Image classification Image syntesis, global illumination

#### #Software

Visual Studio, Qt Photoshop, Illustrator, After Effects Unity, Unreal Engine 4 FireBase, SQLite3, MySQL

#### #Other

Agile process [Scrum] French first aid [PSC1]

# **Hobbies**

#### #Sports

{volley, diving, soccer, hiit}

#### #VideoGames

{competitive, survival}

#### #Series

{investigation, SF, anime}

#### #Music

{pop, rock}

#### #Editing

{photo, vidéo}

#### #Cooking

#Psychology

# Background

### > IT Engineer, speciality Digital Imaging

ÉCOLE SUPERIEUR D'INGÉNIEURS DE RENNES (ESIR) - UNIVERSITÉ RENNES 1, RENNES (35) | 2017 - 2020 Computer vision, 3D animation, image processing, image analysis and classification, path tracing, global illumination, video compression and shaders

### > Bsc Game Development

UNIVERSITY OF THE WEST OF SCOTLAND, PAISLEY (UK) | 2016 - 2017

Project management, Game Design, Javascript, back-end, GUI Design, Level Design 3D Development

### > UTD EEIC (Electrical Engineering Industrial Computing)

UNIVERSITÉ JEAN-MONNET, SAINT-ÉTIENNE (42) | 2014 - 2016

Embeded computing

Online batteries monitoring

Pacman (C# XNA framework)

### > French high-school diploma, Sciences and engineering

LYCÉE JACOB-HOLTZER, FIRMINY (42) | 2014

Optimization of a solar panel's yield depending on the azimuth and elevation

# Experience

### > R&D Engineer

B<>COM, RENNES (35) | 09/2019 - 09/2020

Professionalization contract within the Immersive Medical Technologies laboratory specialized in computer vision and videos. Contribution to the development of an open-source Augmented Reality framework (SolAR Framework). Addition of functionalities, continuous integration, R&D, etc

### > Développeur Unity

ASKELYS, RENNES (35) | 06/2019 - 10/2019

4 months internship in a startup. Creation of a 3D interface that implements a Javascript API to perform semantic searches

### > Junior Software Developer

MU-TEST, SAINT-JUST-MALMONT (43) | 04/2016 - 08/2016

4 months internship within a SME in the field of ATE (Automated Test Equipment). Development of features for the software suite, unit tests and bug fixing