// Vincent BERTHET

24 years old - Engineer - Driving licence and car

<IT Digital Imaging engineer>

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realvincentberthet.github.io/me

Skills

#Languages
- French [native speaker]
- English [commonly]
- Spanish [basics]

#Computing
- C/C++17, C#, Python
- OpenCV, OpenGL, Boost, PCL
- Unix shell, WSL2

#DigitalImaging
- Computer vision
- 3D animation
- Image classification
- Image syntesis, global illumination

#Software
- Visual Studio, Qt
- Photoshop, Lightroom, Premiere
- Unity, Unreal Engine 4

#Other
- Agile process [Scrum]
- French fist aid [PSC1]
- Remote working

Experience

> R&D Engineer
B<>COM, RENNES (35) | Professionalization contract | 2019 - 2020

Engineer within Immersive Medical Technologies laboratory specialized in computer vision and videos. Contribution to the developpment of an open-source Augmented Reality Framework (SolAR Framework)
- Add features (Android, capteurs de profondeur)
- R&D
- Industrialization and continuous integration

> Unity Developer
ASKELYS, RENNES (35) | Internship| 2019 (4 months)

Developer for a startup oriented on semantic searches
- Creation of a 3D Unity interface as an alternative of the web product
- Create interface for JavaScript API request to C#

> Software Junior Developer
MU-TEST, SAINT-JUST-MALMONT (43) | Internship| 2016 (4 months)

Developer in a SME in the ATE (Automated Test Equipment) field
- Development of features for the software suite

Hobbies

#Sports
{volley , diving, soccer, hiit}

#VideoGames
{competitive, survival}

#Series
{investigation, SF, animation}

#Music
{pop, rock}

#Editing
{photo, video}

#Cooking

#Psychology

Background

> IT Digital Imaging Engineer
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

> Bachelor of Science in Computer Games Development
UNIVERSITY OF THE WEST OF SCOTLAND, GLASGOW (SCOTLAND) | 2016 - 2017

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

> UTD Electrical Engineering Industrial Computing
UNIVERSITÉ JEAN-MONNET, SAINT-ÉTIENNE (42) | 2014 - 2016

Embeded online batteries monitoring. Create a Pacman in C# XDA

> French high-school diploma, Sciences and engineering
LYCÉE JACOB-HOLTZER, FIRMINY (42) | 2014