

### **ROBIN DOUSSE**

24 Year-old Route de la védrine 63 410 Paugnat +33 7.78.24.86.95 rdousse63@gmail.com Find all my personal projects, details on my career and more on my portfolio:

Team-Omega.net/Robin

## 3D Graphics Engineer

# **Professional Experience**



Surgar Surgery

Augmented Reality for Surgery

October 2019 - Today Clermont-Ferrand - France

Surgar brings the augmented reality to the operating room for laparoscopic surgery.

• Real-time rendering

Software engineering

Computational geometry

Medical device certification

Tools: C++, Qt, OpengGL, Eigen, CMake, Linux



Substance x Adobe

March - September 2019

Lyon - France

Material Analysis

Substance suite provides procedurally generated materials guided by parameters.

Statistics/randomized algorithm

• User interface development

Physically based rendering

• Image analysis

Tools: C++, Qt, Git, OpenGL, OpenCV, Linux, Windows, MacOS



Irstea Microcontroller UWB April - September 2018

Clermont-Ferrand - France

• Firmware development

An ultra wideband beacon is used to compute distance between automated robots. • User interface creation

Ecosystem integration

Tools: C++, C, Qt, ROS, Git, Linux, Windows

Web App 3D Viewer



Metaverse Concept

March - September 2017 Clermont-Ferrand - France

Development of an API for a 3D Viewer widget using webGL.

Client/Server optimization

• 3D Programming

• Web application conception

Tools: Java, BabylonJS, Vaadin, OSGi, Git, Linux, Windows

### **Skills**

#### Programming Language:

C++ - C - Python

#### Library:

Vulkan - OpenGL - Qt/QML - OpenCV

#### IDE:

OtCreator - Visual Studio

#### 3D Software:

Blender - Substance Suite

#### Language:

English: Proficient French: Native

## **Education**

#### Masters Degree

2017 - 2019

Embedded Systems: Signal, Image and Sound Analysis University of Physics and Engineering - Clermont-Ferrand

#### Licences Degree

2016 - 2017

3D Real Time & Virtual Reality Technology Institute - Le Puy En Velay

#### **Bachelors Degree**

2014 - 2016

Digital Imaging: Software Development

Technology Institute - Le Puy En Velay

## **About Me:**

- Love graphics, rendering and blowing minds stuff
- Definitely passionate by the video game and VFX industry
- Spend my free time in **programming and 3D modeling** (See the website in the header)
- Guitarist for 6 years in an indie hard-rock / metal band
- Fan of **SciFi and Fantasy** scenarios (movies, series, games,...)