DAVID **PEICHO**

Software Engineer with experience in computer graphics.



ABOUT ME

Degree

Master

City of Residence

London, UK

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LANGUAGES









GRAPHICS

- OpenGL
- WebGL
- WebGPU
- Three.js
- Blender



LINKS







EDUCATION

MASTER IN COMPUTER SCIENCE AND MACHINE LEARNING

EPITA, Paris

Sep 2013 - Sept 2018

EPITA is a 5-year engineering school focused on C/C++ programming and Unix systems.



EXPERIENCE

RESEARCH SCIENTIST AT SIEMENS HEALTHINEERS

Princeton, NJ, USA / London, GB

Feb 2018 - Current

Lead developer of a **real-time** medical visualization library, based on Three.js / WebGL. Current state includes:

- Volume pathtracing with real-time refinements
- Volumes and surfaces merging
- Multiplanar reconstruction

SOFTWARE ENGINEER INTERN AT SKETCHFAB

Paris, France sketchfab.com

Sept 2016 - Jan 2017

Developed:

- The <u>sketchfab.com</u> <u>SSAO</u> post-process
- The <u>sketchfab.com</u> ASTC texture decompressor_
- A gITF loader for the OSG.js open-source framework

SOFTWARE ENGINEER INTERN AT AERYS

Paris, France

aerys.in

May 2015 - Sept 2015

Developed:

- A Wii sport-like game. Made in C++ with the Minko Engine
- A set of 2D mini-games. Made in JS using React & CreateJS



PROJECTS

ArtFlow

JS, Three.js, GLSL

https://github.com/artflow-vr

3D web browser application to draw in VR (Tilt Brush-like).

FPSDesigner

C#, WPF, XNA, HLSL

https://github.com/FPSDesigner/FPSDesigner

Custom game engine and editor for building FPS games.

PatternTrackingController

C++, SFML

https://github.com/DavidPeicho/pattern-tracking-controller

Real-time arrow recognition library used to control a player in a game.

EnvKit

C++, TBB, OpenGL

https://github.com/albedo-engine/env-kit

Tool computing irradiance map on CPU / GPU for real-time Image Based Lighting (IBL).



LANGUAGES

FRENCH ENGLISH SPANISH

Native Toeic (935) Elementary