

# Tom BOUDARD

## Computer Graphics final year internship

Diligent and involved, with a passion for animation and VFX.  
Creative and persistent, eager to get the opportunity to provide innovative solutions. Interested in cinema technologies for a long time willing to learn more about this field.  
Looking for an internship of 6 months, to discover the world of animation and VFX starting from February 2024.



Born on the 03/21/2001

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Tom Boudard

Driving licence

### ./ Schooling



**2021 to 2024 – Ensimag** (Graduate School of Engineering in Applied Mathematics and Computer Sciences) at Grenoble INP (National Polytechnic Institute) engineering and management institute – **Computer sciences and mathematic school with image, simulation and mathematical modelling specialisation**

**2019 to 2021 – La Prépa des INP** at Grenoble INP engineering and management institute – **Generalist scientific preparatory class**

**2019 – General scientific baccalaureate with option earth and life sciences and speciality mathematics**, obtained with merit

### ./ Skills



**Programming** – Languages and API: **C, Python, Java, C++, OpenGL** with Python, GLSL, SQL, Assembly, ...

**Applied mathematics** – Algebra, Analyse, ...

**French** – Mother tongue

**English** – **B2 Level** certificated by the TOEIC in 2022 and the First for Schools of the Cambridge University in 2019

**Spanish** – B1 Level

**Polish** – Beginner Level

### ./ Experiences



June to August **2023** – **Assistant engineer internship of 12 week in the CITIC** (Research Center in Information and Communications Technologies) in Spain in La Coruña  
Realization of a user interface in virtual reality for medical visualization in C++

June to July **2022** – **Internship of seven weeks at Arturia** in France in Montbonnot-Saint-Martin  
Realisation of the stocktake of the aftersales department and repairs of musical units

### ./ Projects



**Computer graphics project in Python** with **OpenGL** and **GLSL** in a **group of 3 people**:

Realisation of a 3D scene with a skybox, a volcano with particles, waves simulation (Gerstner waves), lighting (Phong), ...

**Graphic interface in C** in a **group of 3 people**:

Library using SDL (Simple DirectMedia Layer) allowing the user to create and move windows with buttons, frames, images, ...

### ./ Hobbies



**CAM** (Computer Aided Music) on Ableton Live (Synthwave, Trap, ...)

**Member of the art association of the Ensimag** – In charge of the music department

**Guitar** – Practice for 10 years (Blues, Rock, ...)



**Projects of 3D modelling** with Blender



**Climbing** – Bouldering tournament in 2016 in Paron and in 2017 in Dijon



**Cycling** – Bike trip of 450 kilometers in 2021