

Multimedia Engineer

<http://agreffard.github.io>

I am a Software/Multimedia Engineer currently working as a UX developer in Paris, France.
I have a strong experience in web/mobile/desktop front-end development.
I particularly enjoy immersive interactive experiences and image programming.

++ EXPERIENCE

May 2016 - Now
(3 years)

Software engineer - UX developer

[Witbe](#), New York City - Nottingham - Paris

Witbe Workbench software, user-friendly interface for QoE/video monitoring

Qt/QML, JavaScript, C++

React, Redux

January 2015 - May 2016
(1 year, 5 months)

Software engineer

[Mikros Image](#), Paris

Software suite for the Broadcasting Center of France Télévisions

Java, JavaFX, Play! framework, jQuery

July - Sept 2014
(3 months)

Computer Vision researcher

[Visual Cognitive Systems laboratory](#), University of Ljubljana, Slovenia

Image search and recognition

C++, Matlab, Java, OpenCV, VLFeat

June - Sept 2013
(4 months)

Python developer

[Gymglish](#), Paris, France

Python, Django framework, Plone

Oct 2012 - June 2013
(1 year student project)

Software developer

[ButtleOFX](#), Open-Source compositing Software

Python, Qt/QML, Pyside, TuttleOFX

++ EDUCATION

2013 - 2014

Master degree classes in Computer Science, Ljubljana, Slovenia
Speciality Computer Vision and Image processing

2009 - 2013

IMAC Engineering school, with honours, Paris, France
Image, Multimedia, Audiovisual, Communication

2006 - 2009

Scientific Baccalauréat, with distinction, France
Speciality Mathematics

++ CENTERS OF INTEREST

Art. Science. Interactive design. Photography. Running. Reading. Writing. Discovering.