Anthony Liot

Principal Engineer, Research
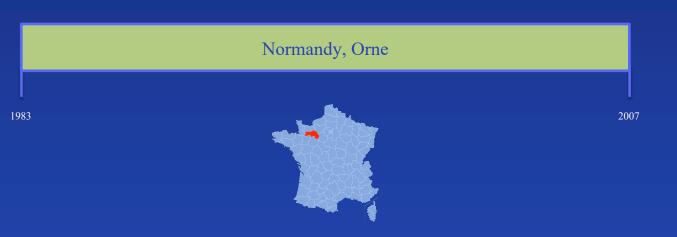
Anthony Liot

Anthony Sylvain Jean-Yves Liot

"Tony"

Principal Engineer, Research

Summary

- **About me**

- **Education**

- **Work Experience - France**

- **Work Experience - California**

- **Conclusion**

About me

Normandy, Orne

1983   2007

About me

Normandy, Orne

1983   2007

- Historical place
  - Vikings
  - Kings of England
  - World War II

- Food & Drink
  - + 400 Cheeses
  - Calvados, Pommeau, Cidre

- Normand since 1517

About me

| Normandy, Orne | Occitanie, Hérault |

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- Garrigue

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CALIFORNIA

About me

- What I like:
  - Play trumpet (+ 25 years)

About me

- What I like:
    - Play trumpet (+ 25 years)
    - Travel

Education

Normandy, Caen

- University of Caen Lower Normandy:
    - Bachelor's degree (BSc) : Software Engineering

Education

| Normandy, Caen | Occitanie, Montpellier |
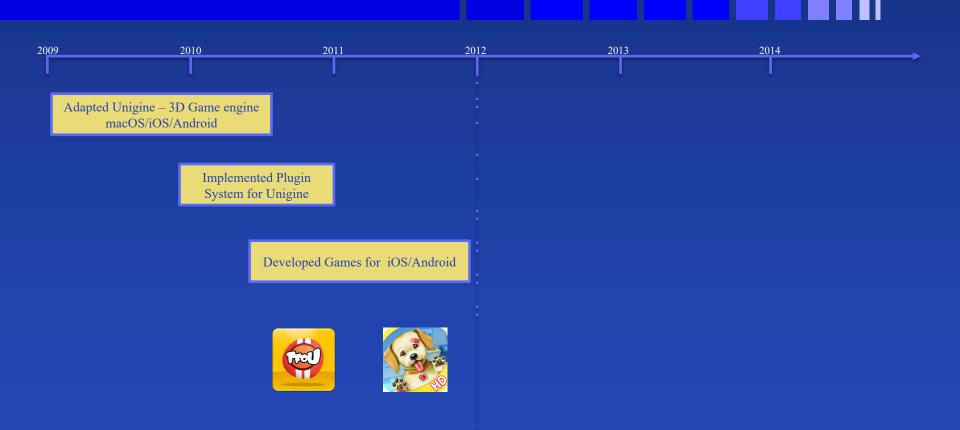
- University of Caen Lower Normandy:
    - Bachelor's degree (BSc) : Software Engineering

- Montpellier 2 University:
    - Master's degree (MSc) : 3D Engine and AI

Work Experience - France

2009　　　2010　　　2011　　　2012　　　2013　　　2014

Adapted Unigine – 3D Game engine
macOS/iOS/Android

Implemented Plugin
System for Unigine

Developed Games for iOS/Android

Work Experience - France

2009   2010   2011   2012   2013   2014

Adapted Unigine – 3D Game engine macOS/iOS/Android

Implemented Plugin System for Unigine

Developed Games for iOS/Android

Developed IDE to create Virtual 3D Shop

Developed 3D Player for iOS/Android

Converted Unigine to WebGL

ACTIPLAY/CONCOURMANIA   ACTISKU/KLEE3D

Work Experience - California

2015   2016   2017   2018   2019   2020   2021

| AR SDK | - Android / Java |
| | - Wikitude / Vuforia |

Mixed Reality Prototype	- C++/Java
	- Oculus/GeqrVR
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3D Virtual Assistant	- Unity/Faceshift
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Computer Vision API : Bixby Vision
- Lead Developer
- Java/C++/C#
- Face Detection / Face Tracking / Object Detection
- Tensorflow / Caffe …

SRA – Computer Vision Team

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AR on 360 Video
- Unity
- Software Design

3D Virtual Assistant 2
- Lead Developer
- Software Design
- Unreal / C# / C++

Device mixing Computer Vision and Audio/Voice
- Lead Developer
- Software Design
- Android

SRA – Think Tank Team

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Deep Learning API (Python / Node)
- Lead Developer
- Software Design
- C++/CUDA

CES 2020

4K Streaming
- WebRTC
- Nvidia Video Encoder

SRA – STARLABS – NEON

Work Experience - California

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Extensive experience architecting and developing large scale design

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Highly skilled in a variety of software languages

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Strong experience leading/mentoring individual and team projects

THANK YOU !!!