# Baptiste Nicolet

#### PhD student at EPFL

#### Education

- 2020 Today PhD, Computer Science, EPFL, Lausanne, Switzerland.
  - PhD student in the Realistic Graphics lab, supervised by Prof. Dr. Wenzel Jakob. Working on differentiable rendering.
- 2019 2020 M.S., Computer Science, Télécom Paris, Palaiseau, France.

"Computer Graphics and Human-Computer Interaction" track.

- 2018 2019 **M.S., Computer Science**, *École polytechnique*, Palaiseau, France, *3.87 GPA*. "Image, Vision, and Machine Learning" track.
- 2016 2018 **Gradué en Ingéniérie (Bachelor equivalent)**, École polytechnique, Palaiseau, France, 3.62 GPA.

Multidisciplinary education in Computer Science and Mechanics, including Biology, Economy, Chemistry...

2014 - 2016 Classes Préparatoires, Collège Stanislas, Paris, France, 4.0 GPA.

As France's most prestigious universities (Grandes Écoles) select their student from a highly competitive entrance examination, students must go through two years of intense and competitive classes, called *Classes préparatoires* 

#### **Publications**

May 2020 Repurposing a relighting network for realistic compositions of captured scenes, Proceedings of the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, May 2020.

Baptiste Nicolet, Julien Philip, George Drettakis.

May 2020 Pair correlation functions with free-form boundaries for distribution inpainting and decomposition, *Eurographics*, 2020.

Baptiste Nicolet, Pierre Ecormier-Nocca, Pooran Memari, Marie-Paule Cani.

## Professional Experience

## **Teaching**

2021 - Today **Teaching Assistant**, *EPFL*, Lausanne, Switzerland.

Teaching assistant in Bachelor and Master level courses.

2017 - 2018 **Teaching Assistant**, *Collège Stanislas*, Paris, France, *2h/Week*.

In charge of weekly oral exminations in mathematics for students in their first year of *Classes Préparatoires* (equivalent to first-year undergraduates).

**Internships** 

2019 Research Intern, INRIA, Sophia-Antipolis, France,

Supervisor: Prof. Dr. George Drettakis.

- Explored using a relighting network to allow compositions of IBR scenes.
- Work published at I3D 2020.
- 2018 **Software Developer Intern**, *PM SCADA*, Montréal, Canada.
  - 3-month internship working along with the Montréal computer science research center (CRIM) to develop innovative solutions in cybersecurity.
  - Designed and programmed automated penetration testing tools.
- 2016 2017 **Emergency Response Team Leader**, *Paris Military Fire Brigade (BSPP)*, Vitrysur-Seine, France.
  - Leader of an emergency response vehicle (3 EMTs).
  - o Managed urgent and difficult emergency situations, during 24h shifts.
  - Coached servicemen for promotion exams.

## Skills

Programming C++, Python, Java

Frameworks OpenGL/GLSL, PyTorch, TensorFlow/Keras

Software Illustrator, Photoshop, Premiere, After Effects, Blender, Git

Languages French - Native; English - Fluent (TOEFL 115); Spanish - Intermediate; German - Beginner

#### Interests

Sports swimming, CMAS three-star scuba diver, ski, sailing, bouldering

Arts guitar, piano, drawing, filmmaking, 3D animation.