



CAROLINE BEYNE SOFTWARE ENGINEER

Creative soul in scientific mind.
I like to create things whether it is code or DIY, and balance
Art with Technology. As a grown-up kid, I enjoy working with
people sharing the same passion for animation and vfx.

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 @CaroByoute
 linkedin.com/in/carolinebeyne

SKILLS

 C++ / PYTHON / LUA / MEL / JAVA / C /
MATLAB / PostgreSQL

 VISUAL STUDIO / GIT / FABRIC ENGINE

 QT / PyQT / BOOST / ALEMBIC / USD / MAYA
API / LOVE2D / OPENEXR / OPENCV / OPENNI

LANGUAGES

FRENCH
Native

ENGLISH
Fluent

SPANISH
Basic

KOREAN
Notions

INTERESTS

 Travelling

 Cooking

 Theater

 Cinema
vimeo.com/carob/paf

References available upon request



WORK EXPERIENCE

JUNE 2015 - TODAY
Levallois - FRANCE

MIKROS IMAGE

TD - VFX Department

Pipeline development

* Referent: Alembic / Fabric Engine / USD

* Sub-referent: Maya / Tractor / Shotgun / Arnold



MAY 2014 - Nov 2014
Paris - FRANCE

SUPAMONKS STUDIO

Intern - R&D Department

Development of an hybrid 2D & 3D animation rendering
software (GUI + Core).

* Boost Python (C++/Python binding). Drastically improved
computing time

* Image processing from OpenEXR buffers

* Images generation from keyframes interpolation

* Alembic buffer exportation



AUG 2012 - JAN 2013
Paris - FRANCE

ALDEBARAN ROBOTICS

Intern - «Studio» Department - R&D



Development of behaviors and applications for the NAO
robot : NAO Horoscope / NAO Translate ...

Co-managed a dance show of several NAO robots

Tested new interface for robot's dialogue

 bit.ly/WHATS-NAO



ORGANIZATION

Kobe - JAPAN
Nov 2015

Los Angeles - USA
Aug 2015

Shenzhen - CHINA
Dec 2014

Vancouver - CANADA
Aug 2014

ACM SIGGRAPH

Student Volunteer

ACM special interest group on
Computer GRAPHics and Interactive
Techniques, bringing together scientists,
engineers and artists

Helped support the conference with thousands of
attendees (reception, information, registrations, rooms
monitoring, international booth...)

 github.com/Byoute/SVCalendarMaker



EDUCATION

SEPT 2008 - APRIL 2015
Paris - FRANCE

EPITA

Master's Degree in Engineering

Major Advanced Computing

Algorithmic / Calculus

Image Processing / Ray Tracing

Meta-heuristics / Machine Learning / Multi-Agent Systems



FEB 2011 - JULY 2011
Seoul - SOUTH KOREA

UNIVERSITY OF SEOUL

Exchange Semester

Major Computer Science

Engineering & Discrete Mathematics / Compilers

Information Systems Management



PROJECTS

TRACY DRAWING INTERPOLATION / 2D/3D / IMAGE SYNTHESIS

See above Work Experience at Supamonks Studio

 vimeo.com/carob/tracyfr

TURTLE CROPPER 3D SHAPES CLIPPING / DEPTH CAMERA / INFRARED DETECTION

Graduation project, in a group of 4, made in 9 months. Software
implementation in partnership with the company Ayotle.

 vimeo.com/carob/turtlecropper

TETRIS LUA MINI GAME / TETRIS-LIKE

Personal project to learn Lua

 github.com/By0ute/TetrisLua