






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.

 caroline.beyne@gmail.com
 (+33) 6 78 99 91 99
 carolinebeyne.com
 github.com/By0ute
 @CaroByoute
 linkedin.com/in/carolinebeyne

SKILLS

 C++ / PYTHON / LUA / JAVA / C / MATLAB /
POSTGRESQL
 VISUAL STUDIO / ECLIPSE / VIM / GIT
 QT / PYQT / BOOST / LOVE2D / OPENEXR /
OPENCV / ALEMBIC

LANGUAGES

FRENCH Native	ENGLISH Fluent
SPANISH Basic	KOREAN Notions

INTERESTS

 Travelling	 Cooking
 Theater	 Cinema vimeo.com/carob/paf

References available upon request



WORK EXPERIENCE

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/WHATSNAO



ORGANIZATION

AUG 2014 / DEC 2014
Vancouver - CANADA
Shenzhen - CHINA

ACM SIGGRAPH

Student Volunteer

One of 250/1200 students. (+20 000 attendees at the
conference)
One of 130/300 students. (+2 000 attendees)
Helped support the conference (reception, information,
registrations, rooms monitoring, international booth...)



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