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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🌐 carolinebeyne.com

github.com/By0ute

@CaroByoute

linkedin.com/in/carolinebeyne

⚙ SKILLS

C++ / Python / Lua / MEL / Java / C / Matlab / PostgreSQL

Visual Studio / Eclipse / Vim / Git

Qt / PyQt / Boost / Alembic / Maya API / Löve2D / 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
VFX TD
Maya - Alembic - Arnold tools
Pipeline development

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

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...)
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