



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
 [bitLy/WHATS-NAO](https://www.youtube.com/watch?v=bitLy/WHATS-NAO)



ORGANIZATION

ACM SIGGRAPH

XSV * Anaheim (USA) - July 2016

PARIS ACM SIGGRAPH CHAPTER

Board Member (October 2015 - today)

ACM SIGGRAPH

Student Volunteer

* Los Angeles - August 2015
* Vancouver - August 2014
* Kobe (JAPAN) - November 2015
* Shenzhen (CHINA) - December 2014

 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