




# CAROLINE BEYNE

## COMPUTER ENGINEER

Creative soul in scientific mind.  
I like to create things whether it is code or DIY, and balance Art and Technology. As a grown-up kid, I long to work 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 / 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

References available upon request



### EXPERIENCE

DECEMBER 2014  
Shenzhen - CHINA

**SIGGRAPH ASIA**  
Student Volunteer



MAY 2014 - Nov 2014  
Paris - FRANCE

**SUPAMONKS STUDIO**  
Intern - R&D Department



Development of a software for an hybrid 2D & 3D animation rendering (GUI + Core).  
From a 3D animation buffer, allows to draw in 2D and interpolates drawings between key frames. Then exports a 2D animation buffer for compositing.

AUGUST 2014  
Vancouver - CANADA


**SIGGRAPH**  
Student Volunteer



AUG 2012 - JANV 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](http://bit.ly/WHATS-NAO)



### 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

**PAF!** STOP MOTION / SHORT MOVIE / ANIMATION  
 [vimeo.com/carob/paf](http://vimeo.com/carob/paf)

**SIGNATURES RECOGNITION** PROBABILISTIC CALCULATIONS / DATA ANALYSIS / MACHINE LEARNING  
 [bit.ly/By0ute-TRPA](http://bit.ly/By0ute-TRPA)

**BARCODES DETECTION** IMAGE PROCESSING / DECODING / MATHEMATICAL MORPHOLOGY  
 [bit.ly/By0ute-TIRF](http://bit.ly/By0ute-TIRF)

**TURTLE CROPPER** 3D SHAPES CLIPPING / DEPTH CAMERA / INFRARED DETECTION  
 [vimeo.com/carob/turtlecropper](http://vimeo.com/carob/turtlecropper)

**TRACY** DRAWING INTERPOLATION / 2D/3D / IMAGE SYNTHESIS  
 [vimeo.com/carob/tracy](http://vimeo.com/carob/tracy)

**TETRIS LUA** MINI GAME / TETRIS-LIKE  
 [github.com/By0ute/TetrisLua](http://github.com/By0ute/TetrisLua)