

CHRISTOPHE BOLDUC

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EDUCATION

UNIVERSITY STUDIES

- *Université Laval*, (2023-), Ph.D. Electrical Engineering, Computer Vision
- *Université Laval*, (2022-2023), Master Electrical Engineering, Computer Vision
- *Université Laval*, (2018-2021), Bachelor Computer engineering, Distinction Profile

COLLEGIAL STUDIES

- *Collège Champlain St-Lawrence*, (2016-2018), Pure & Applied Sciences, Member of *St. Lawrence Entrepreneurship club*

COMPLEMENTARY STUDIES

- Graphic Design Specialization, *Coursera, California Institute of the Arts* (2019)
- Greek and Roman Mythology, *Coursera, University of Pennsylvania* (2018)
- Page Layout, *Toronto Film School* (2018)
- Elements of design, *Toronto Film School* (2018)
- Understanding the Brain: The Neurobiology of Everyday Life, *Coursera, Université de Chicago* (2018)

RESEARCH

PUBLICATIONS

- Beyond the Pixel: a Photometrically Calibrated HDR Dataset for Luminance and Color Prediction. Christophe Bolduc, Justine Giroux, Marc Hébert, Claude Demers, and Jean-François Lalonde. ORAL, International Conference on Computer Vision (ICCV) (2023)

PRESENTATIONS

- Multi-view, multi-light: a multi-view photometric stereoscopy method using gaussian splatting. POSTER, Colloque REPARTI (2024)
- Beyond the Pixel. Christophe Bolduc. POSTER, Colloque REPARTI (2023)
- Beyond the Pixel. Christophe Bolduc. ORAL, Semaine NumeriQC (2023)
- Jesse Greener, Christophe Bolduc. A Coulombic simulator to visualize molecular structures and intermolecular interactions (ORAL). IUPAC CCCE 2021 - 104th Canadian Chemistry Conference and Exhibition, Montreal, Canada (2021)

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- The Laval Photometric Indoor HDR Dataset (2023)

WORK EXPERIENCE

RESEARCH INTERN

- Research scientist intern, Adobe Inc (2024)
- Research assistant, *Université Laval, École d'architecture* (2022)
- Development of a system constructing and visualizing vector fields from cloud points, *Laboratoire de vision et systèmes numériques* (2020)

TEACHING
ASSISTANT

- *Photographie algorithmique, Université Laval, Département de génie électrique et de génie informatique (2024)*
- *Vision Numérique, Université Laval, Département de génie électrique et de génie informatique (2021-2023)*
- *Systèmes embarqués temps réel, Université Laval, Département de génie électrique et de génie informatique (2022)*
- Development of a Coulombic particles simulator as a web application, *Université Laval, Département de Chimie (2020)*

SCIENTIFIC
PROGRAMMER

- Research and Development, *Créaform3D (2021)*

ASSISTANT-
PRODUCTION

- Optic fiber production, *Teraxion (2018)*

VIDEO
PRODUCTION

- Animation for investors, *Harmonia (2018)*
- Introduction video to the annual seminar, *Fédération des établissements d'enseignement privés (2016)*
- Video production of dance shows, *Collège de Champigny (2016-2021)*

AWARDS AND SCHOLARSHIPS

AWARDS

- AI and data next generation, *Semaine NumériQc (2023)*
- Distinction profile, computer engineering undergraduate studies (2022)

SCHOLARSHIPS

- Faculty success scholarship (2023-2024)
- Research scholarship - Sentinel North (2022-2023)
- Excellence scholarship for diploma in computer science and information technology (2022)
- Undergraduate Student Research Awards - NSERC (2020)
- Excellence scholarship Ubisoft (2019)
- Emerging scholarship Théodore-Wildi (2018)

OTHER EXPERIENCE

SOCIAL
IMPLICATIONS

- Video productions on 3D printer for high school students, *le code des filles (2020)*
- President, *IEEE student branch, Université Laval (2020-2021)*
- Member of the program committee in electrical and computer engineering, *Université Laval (2019-2021)*
- Vice-President, *IEEE student branch, Université Laval (2019-2020)*

COMPETITIONS

- Frima Studio Award, *Ubisoft Game Lab Competition (2020)*
- Public's choice, *Conseil québécois de la coopération et de la mutualité (2017)*
- National finalist, *Science on tourne (2017)*
- First place, *Zoom minier (2016)*