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)