Elie Génard

Resume for a creative developper position

| Updated on July 6, 2015 Engineer in Physics | | | | |
|---|--|---|---|---|
| * Professional experience | | • About | | |
| | Short period at Hellicar&Lewis lopment with Touch Boards n openFrameworks addon | London | Age French English | mother tongue conversational github.com/elaye |
| Mars-July 2014 LaBRI - Laboratoire | Internship in a computer science laboratory e Bordelais de Recherche en Informatique | Bordeaux | | , , , |
| on data cube appr | | space based | C++ | • • • • |
| June-September 2013 Movea Project: Step dete | Internship as an engineer assistant in signal processing ection for pedestrian navigation | Grenoble | Ruby | • • • • |
| Data analysis of embedded inertial measurement unit recordings Step detection model made with Simulink | | HTML5/CSS3 • • • ○ Javascript • • ○ Ruby on Rails • ○ ○ | | |
| Education 2011 - 2014 | | | Node.js • • • • | |
| PHELMA - School of Engineering in Physics, Electronics and Materials Science 2013-2014 Art, Science and Techonology semester HMI - Haptic interfaces - Programming for interactive creation Project: Interactive juggling with a diabolo Tracking of the juggler arms and diabolo with a Kinect | | GNU/Linux OS X Windows | • • • · · · · · · · · · · · · · · · · · | |
| Visual feedback Audio feedback [More details a | with a particle engine that reacts to juggler movements made with SuperCollider at elaye.github.io/openframeworks/2014/10/01/interactive-diaborate | olo.html] | openFramev | works • • • • |
| Project: Ultrafast | - Solid-state physics - Laser physics | | Photoshop Beg Interme | |
| 2011-2012 Physics, Electronics and Telecom Physics - Electronics - Signal processing | | Adva | | |

2008 - 2011 **Preparatory Class to Grandes Ecoles** Poitiers Intensive three-year course to prepare for the competitive entrance into France's leading colleges - MPSI - MP - MP* at Lycée Camille Guérin

Physics and mathematics - Engineering science option

Project: CanSat competition organized by the CNES Embedded electronics and Arduino programming