

PROFILE

Software engineer with a background in video game development, now doing research in Deep Learning. Also interested in Cryptocurrencies and blockchain technologies.

EXPERIENCE

Deep Learning Engineer, Artomatix, Dublin, Ireland 2016 - Present

Working mainly on parametric neural texture synthesis and style transfer. Achieved state of the art results in that domain and published a paper called “Stable and Controllable Neural Texture Synthesis and Style Transfer Using Histogram Losses”. Also worked Neural texture Weathering, texture Segmentation and Single Image Super Resolution. Wrote a neural network runtime from scratch using C++ and OpenCL for integration with the company product.

Software Engineer, Ubisoft, Craiova, Romania 2015

Setting up the mobile build system to build and run unit test on mobile devices (iOS and Android). Also working as part of the Ubiservices group to develop a cross-platform library providing online features for all Ubisoft games.

Infrastructure Engineer, Blackmagic Design, Melbourne, Australia 2014

Setting up the build system (Python) to be able to request a build through a web UI in one click. The system was checking out the codebase from a git repository, building it on various platforms, testing it, and packaging it as a ready to ship package.

Video Game Programmer, Good Game Productions, Melbourne, Australia 2014

Porting the in house game creation framework from Cocos2d (Objective-C) to Cocos2d-x (C++). The framework allowed game designer to set-up a scene layout in a drag-and-drop editor and to export everything as a scene file ready to load in the game engine for faster content creation.

Junior developer, OutOfTheBit, London, UK 2013

Mobile game development using an in-house cross-platform framework (C++). Created 3 games in one year (Four in a row / Dots & Boxes / Sound Ride), which were published for iOS, Android and Windows Phone. All projects were developed by a team composed of a developer and a designer.

EDUCATION

Epitech, Lille, France — 2010 - 2012

Deep Learning course by Yann LeCun, Collège de France, Paris, France — 2016

SKILLS

C / C++ / OpenCL / CUDA / Python / Lua / (Py)Torch

PUBLICATION

Stable and Controllable Neural Texture Synthesis and Style Transfer Using Histogram Losses, Eric Risser, Pierre Wilmot, Connelly Barnes — 2017