IFIC GOUDÉ

RESEARCH SCIENTIST IN COMPUTER GRAPHICS

Visual saliency of 3D environments. Style transfer. Real-time rendering. Point clouds. High Dynamic Range (HDR). Tone Mapping Operator (TMO). Color Appearance Model (CAM).

OBJECTIVE

I am looking for a postdoc in the domain of real-time rendering to work on the visual saliency of 3D scenes.

I would like to find a host company from the video game industry to bring my own knowledge and better understand the challenges and the concrete benefits of the research in this domain.

PROFESSIONAL EXPERIENCE

R&D scientist | Univ. Rennes 1 | 2022 (7 months)

Develop a saliency-driven real-time gaze behavior model for virtual characters.
Integrated in Unreal Engine 5
(*C++ / Metahumans*). SIGGRAPH submission.

PhD student | IRISA – Univ. Rennes 1 | 2021 (3 years)

Rendering of HDR 3D point clouds

Style transfer between 3D point clouds (CGF journal). Tone Mapping Operator for 3D scenes (C&G journal). Tone Mapping Operator adapted to Head Mounted Displays (CGI conference, TCS journal).

R&D engineer | IRT b<>com | 2018 (15 months)

Integrate and develop a VR demonstrator with Unity3D. Scripts (*C#*) and shaders (*HLSL*) programming.

TRAINING

Engineer | 2017 | ESIR | France

Digital Imaging specialty

Special effects. Shaders (*OpenGL*). Ray tracing. Global illumination. Video games.

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Expertise

C#, C++, OpenGL, Python, Unity3D, Unreal Engine.

Hobbies

Video games. Develop games by participating to jams (Ludum Dare). Record a podcast about video games.

Music (CAM, bass, synthe), original soundtracks for amateur short movies and video games.