

JACQUES PILLET

jacquespillet5@gmail.com

<http://jacquespillet.github.io>

Software Engineer based in Marseille, France, with 7 years of full-time experience in software development, specializing in computer graphics.

Currently working at ScanLAB Projects, an award-winning creative studio in London.

Open to opportunities in computer graphics.

WORK EXPERIENCE

Lead Software Engineer

2018 - Present

ScanLAB Projects

London, UK / Marseille, France

- Led the development of the in-house offline rendering engine (c++, Qt, OpenGL).
- Designed custom rendering pipelines for XR experiences (Unity, C#, hlsl, Objective-C, Metal).
- Built technical infrastructures for immersive installations (Python, C++).
- Designed new architectures for capturing and processing point cloud data (c++, python).
- Integrated advanced point-based graphics research into production.
- Key Projects:
 - [FRAMERATE](#) : Developed rendering technology and asset management pipeline (c++, python)
 - [Eternal Return](#), [Buried in the rock](#) : Created XR Experiences for Oculus Quest, Rift, HTC Vive (Unity, C#, hlsl)
 - [Adult Children](#), [Felix's Room](#), [Pistol by Danny Boyle](#) : Implemented real time point cloud capture, processing and rendering tools (C++, OpenGL)
 - [Variants by Pierre Huyghe](#) : Built the real-time rendering pipeline for the main screen installation (Unity, hlsl).
 - [Explore Soane Museum website](#) : Developed of the 3D parts of the website (JavaScript, Three.js, glsl)

Software Engineer

2017 - 2018

Freelance

Paris, France

- Developed [Blizaar](#), a 2.5D visualization of a multilayer graph in the web browser (JavaScript, Three.js).
- Created a proof of concept augmented reality mobile application for a consulting firm (Unity, C#, hlsl).
- Led a 3 people team on the development of a mobile app for [Epilepsie France](#) (JavaScript).

Software Engineer

2016 - 2017

Modis France

Paris, France

- Developed mobile applications (Java, Apache Cordova).
- Developed website back ends (PHP Symfony) and front ends (Angular)

PROJECTS

[Gfx](#)

Developed a low level graphics API abstraction layer in c++, supporting multiple backends (Vulkan, OpenGL, Direct3D11, Direct3D12), and built a simple rendering engine with it.

[GPU Path Tracer](#)

Developed an interactive path tracer in c++ running on the GPU with OpenGL or CUDA backends,

and wrote a series of blog posts about it (GLTF Model Loading, PBR materials, volumetric, refraction, subsurface scattering, multiple importance sampling...).

SVGF

Implemented "Spatiotemporal Variance-Guided Filtering" for real time denoising of the previous GPU Path Tracer, added OptiX backend.

Vulkan Renderer

Developed a Vulkan-based renderer, featuring GLTF/Assimp scene loading, forward and deferred renderers, CPU/GPU Compute/RTX path tracing, CPU software rasterizer.

Graphics Experiments

Developed a range of demos for graphics techniques, including Voxel based global illumination, FFT based ocean simulation, Pic-Flip fluid simulation, Clustered/Forward+ rendering, Screen-space reflections, and many others.

Image Lab

Built an image processing tool running mostly on the GPU with OpenGL compute shaders, implementing a wide range of image processing techniques.

EDUCATION

CY Cergy Paris Université <i>MSc in Mathematics and Computer Science, with a major in computer graphics</i>	2013 - 2016 <i>Cergy, France</i>
Grenoble Ecole de Management <i>MSc in Management</i>	2013 - 2016 <i>Grenoble, France</i>

SKILLS

- Interpreting creative direction and converting it into practical, efficient solutions
- Solid understanding of computer graphics techniques across a wide range of applications
- Writing high-performance software and optimize code.
- Ability to rapidly learn and effectively work with large code bases
- **Programming Languages** : C, C++, C#, Python, Java, JavaScript, glsl, hlsl.
- **APIs and Frameworks** : OpenGL, Vulkan, Direct3D11/12, Cuda, Metal, WebGL, Unity3D, Three.js, Qt5, OpenCV.
- **Languages** : English, French.

LINKS

- **Personnal Website**: jacquespillet.github.io
- **Blog**: jacquespillet.blogspot.com/
- **Github**: <https://github.com/jacquespillet>