JACQUES PILLET

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I am passionate about computer graphics,
currently working as lead software engineer
at award winning creative studio ScanLAB Projects in London

WORK EXPERIENCE

ScanLAB projects - Lead Engineer, *December 2018 - now*
Technical
- Developing the in-house offline rendering engine, used by all creatives in the studio to produce films, capture and process point cloud data (C++, Qt, OpenGL, OpenCL)
- Developing a real time pipeline within Unity to render point cloud data, creating physics animation and other effects (C#, HLSL).
- Working with Unity on the development of real-time XR experiences for Oculus, iOS, Android, HTC Vive…

Management & Teamwork
- Leading all the developments in the studio
- Providing support to creative / developers on the in house software
- Collaborating with third parties on projects

Side projects, *December 2018 - now*
- Real time engine, “sandbox” written in C++ in which I can develop all sorts of algorithms used for real time rendering
- Real time physics simulation in Unity using GPU - Implemented basics of Position Based Dynamics, Smoothed Particle Hydrodynamics and a few others
- Offline path-tracer using SIMD instructions

Freelance, *October 2017 - December 2018*
- Augmented reality mobile app with Unity (Proof of concept)
- Management of a 3 developers team on a mobile app project

Modis France - Software Engineer, *October 2016 - October 2017*
- development of mobile apps (Java, Apache Cordova), websites back ends (Symfony), front ends (Angular) - agile management in a 10 people team

Luxembourg Centre for Contemporary and Digital History, *April - May 2017*
- Helped developing Blizaar, a 2.5D visualisation of a bipartite graph with Three.js and Neo4j database

PRACTICAL SKILLS

Software Development
C, C++, OpenGL, Direct3D12, shading languages (GLSL/HLSL), GPGPU (Cuda, openCL, Compute shaders), Unity, Three.js, Android

Technical Skills
real time rendering algorithms, physically based rendering, Path-tracing, physics simulation, computer vision algorithms, Data structures, fundamental CS algorithms, teamwork and project management

Languages
French: mother tongue
English: fluent (TOEIC 990/990)
Spanish: intermediate

EDUCATION

EISTI school of engineering
2013-2017
Master degree in visual computing

Grenoble Ecole de Management
2011-2016
Master of science in management
(#6 in France)

University of Cergy Pontoise
2013-2016
Bachelor degree in computer science and mathematics