

# JACQUES PILLET

[jacquespillet5@gmail.com](mailto:jacquespillet5@gmail.com)

<http://jacquespillet.github.io>

Software Engineer based in Marseille, France, with 8 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 new opportunities in computer graphics and software development.

## WORK EXPERIENCE

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### Lead Software Engineer

2018 - Present

*ScanLAB Projects*

*London, UK / Marseille, France*

- Development of the in-house offline rendering engine, used accross all projects for creating films.
- Development XR experiences with Unity using custom rendering pipelines.
- Creation of technical infrastructures for screen-based immersive installations.
- Design of new architectures for capturing and processing point cloud data.
- Continuous integration of cutting-edge point-based graphics research to keep our technology at the forefront of the industry.
- Key Projects:
  - *FRAMERATE* (Tribeca Film Festival, Biennale di Venezia, SXSW, BFI...) : Development of the rendering technology and asset management pipeline
  - *Eternal Return* (SXSW, CPH:DOX), *Buried in the rock* (IDFA, Belfast XR) : Creation of XR Experiences for various headsets (Oculus Quest, Rift, HTC Vive)
  - *Adult Children* (Donmar Warehouse, BFI, Luxembourg Film Festival), *Felix's Room* (Berliner Ensemble), *Pistol by Danny Boyle* (FX, HULU, Disney+) : Real time point cloud capture, processing and rendering tools
  - *Variants by Pierre Huyghe* (Kistefos Museum, Norway) : Development of the real-time rendering pipeline for the outdoor screen of the installation
  - *Explore Soane Museum website* (The Sir John Soane Museum) : Development of all the 3D parts of the website

### Software Engineer

2017 - 2018

*Freelance*

*Paris, France*

- collaboration with my university for creating *Blizaar*, a 2.5D visualization of a multilayer graph in the web browser.
- Creation of an augmented reality mobile application for a museum with Unity (Proof of concept for a consulting firm)
- Creation of a mobile app for *Epilepsie France*, as the lead developer in a team of 3 people.

### Software Engineer

2016 - 2017

*Modis France*

*Paris, France*

- Development of mobile applications (Java, Apache Cordova), mainly back office for big companies
- Development of website back ends (PHP Symfony) and front ends (Angular), mainly back office for big companies

## EDUCATION

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**CY Cergy Paris Université**  
*MSc in Mathematics and Computer Science*

2013 - 2016  
*Cergy, France*

**Grenoble Ecole de Management**  
*MSc in Management*

2013 - 2016  
*Grenoble, France*

## SKILLS

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- **Programming:** C, C++, Python, Java.
- **Tech:** Computer Graphics Techniques and Algorithms, OpenGL, Vulkan, Direct3D11/12, Cuda.
- **Languages:** English, French.

## PROJECTS

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- **Personnal Website:** [jacquespillet.github.io](http://jacquespillet.github.io)
- **Blog:** [jacquespillet.blogspot.com/](http://jacquespillet.blogspot.com/)
- **Github:** <https://github.com/jacquespillet>