Jad-Nicolas Khoury

I'm a hardworking and adaptable person, and a good team member. I'm really passionate about Rendering, VR, and Computer Graphics, and am currently looking for a 6 months internship for aug-sept 2017. Please do not hesitate to visit my website for more detailed informations !

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Education

Master Degree in Computer Science
EPFL

09/2016 - Present   *Lausanne, Switzerland*

- Virtual Reality
- Adv. Computer Graphics
- 3D Geometry Processing
- Computer Vision

Bachelor Degree in Computer Science
EPFL

09/2012 - 07/2016   *Lausanne, Switzerland*

- Computer Graphics
- Computer Vision
- Functional and Reactive Programming
- Software Engineering
- Adv. Theoretical C. Sc.
- Analysis I, II and III, Linear Algebra

High School
Lycée Général Aux Lazaristes

09/2009 - 06/2012   *Lyon, France*

- Scientific Branch
- Mathematics Specialization
- Engineering Orientation

Experience and Projects

Web Gallery for Goal-Based Caustics
LGG lab - EPFL, Rayform

09/2016 - Present

- ThreeJS client side to render a 3D environment
- Implemented an OpenGL RayTracer optimised for caustics computation
- Currently working on deporting the RayTracer on an AWS instance and streaming the caustic texture to the client

Procedural Planet Rendering Project
Introduction to Computer Graphics - EPFL

03/2016 - 06/2016
Won Best Course Project 2016

- Implementation in C++ and OpenGL 4.x
- Features include infinite heightmap computation, distance fog, water reflection and refraction, adaptive texturing, dynamic tessellation, displacement optimisation through cycling buffers

Human Perception of Guided Interaction
Immersive Interaction Group - EPFL

02/2015 - 06/2014

- Implemented an ISO 92141-9 multidirectional reaching task experiment
- Used PhaseSpace motion capture equipment and server, Oculus Rift, Unity Game Engine (4.x) and C# Scripting

Languages, Tools and APIs

Skill	Level
C++	●●●●●
Java	●●●●○
Scala	●●●○○
MatLab	●●●●●
Shading Languages (OpenGL)	●●●●●
Swift , Objective-C, XCode IDE	●●●○○
ThreeJS	●●●●○
Git	●●●●●
Unity Game Engine (with C# Scripting)	●●●○○
UNIX	●●●●○

Group Projects

SmartTab Android App project (09/2015 - 12/2015)

- Applied the Agile software development principles in a tight-knit group, established effective collaboration process using GIT version control
- Created the tablature open format and worked on the core functions
- Implemented in Java & Android SDK

Languages

Language	Level
French	●●●●●
English	●●●●●

Interests

Rendering | Animation | Game Engines | Fitness | Music | Nutrition | Video-Games