

JEAN-BAPTISTE MORICE

Computer Graphics Engineer

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SUMMARY



I am a recently graduated software engineer specialized in computer graphics and digital image processing. I am currently looking for a job as a C++ developer on projects involving rendering, game development, or virtual/augmented reality.

SKILLS



Programming :

C C++ C# Java Python PHP

HTML & CSS

Computer Graphics :

Unity OpenGL GLSL Vulkan

Libraries :

Qt OpenCV

Databases :

MySQL PostgreSQL Microsoft SQL Server

Operating Systems :

Windows Linux

Tools :

Git Visual Studio

Personal :

Teamwork Communication Project Management

Agile Software Development

EDUCATION



Engineering Degree in Computer Science

École Supérieure d'Ingénieurs de Rennes (ESIR)

2015 - 2018

A french engineering degree in computer science with a specialization in computer Graphics and digital image processing from a competitive engineering school attached to the University of Rennes 1. Courses:

- Rendering
- Digital Image Processing
- Compilation for Digital Imaging
- Human-computer Interactions
- Image Classification
- Video Compression
- Computer Vision
- Special Effects
- Video Games

Two-year University Degree in Computer Science

Institut Universitaire de Technologie de Laval

2013 - 2015

A two-year university degree in Computer Science. Approximately equivalent to a Diploma of Higher Education in the UK, or an Associate's Degree in the US. Courses:

- Algorithmic, Data Structures and Programming
- Object Oriented Programming
- Software Architecture
- Human-computer Interactions
- Databases
- Operating Systems
- Networks

Baccalauréat Général Scientifique Mention Européenne

Lycée Saint-Martin

📅 2010 – 2013

French secondary school diploma. Approximately equivalent to A Levels in the UK, or an High School Diploma in the US.

Diplôme National du Brevet

Collège Saint-Hélier

📅 2006 – 2010

Approximately equivalent to GCSE'S under C Grade, or GNVQ Intermediate, in the UK, and 9th Grade in the US.

EXPERIENCE



Virtual Reality R&D Engineer Intern

B<>COM

📅 March – September 2018

📍 Cesson-Sévigné, France

As part of this end-of-study internship for my engineering studies I took part in an exploration of new research topics for a research and development laboratory. I was tasked with studying the possible interactions in virtual reality between synthetic 3D content (produced by a graphic designer) and 3D content captured from reality (photogrammetry, 360-degree photos and videos, etc.), and to develop demonstrators highlighting the identified technological barriers that could be the subject of new research projects.

Responsibilities and missions :

- Scientific and technical watch
 - Writing of a 3D reconstruction techniques state-of-the-art
 - Classification of content hybridization possibilities
 - Development of three prototypes: tangible interactions in virtual reality with objects reconstructed using photogrammetry, enhanced omnidirectional content to allow selection, navigation in virtual reality in different type of contents captured from reality
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3D Rendering Engineer Intern

SOGITEC

📅 June – September 2017

📍 Bruz, France

As part of this internship I assessed the relevance of the Vulkan graphics API as a replacement for OpenGL in a real-time 3D rendering engine used for flight simulation. I was tasked with implementing it on a subset of the engine, then evaluating the potential performance gains, and finally proposing a methodology to perform the API change over the entire engine.

Responsibilities and missions :

- Implementation of the Vulkan graphics API on a basic subset of the real-time 3D rendering engine
 - Performance gains assessment
 - Assessment of the efforts involved in performing the API change over the entire engine
 - Definition of a strategy to perform the graphics API change
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IT Project Manager Intern

FIT

📅 June – August 2016

📍 Rennes, France

As part of this internship I helped with initiating and planning an improvement project for the company's information system. I was tasked with performing needs assessments and expressing functional specifications for the improvement of the current Enterprise Resource Planning (ERP) software and for the purchase of a Customer Relationship Management (CRM) software. I was also charged with various system administration and maintenance tasks, as well as improving reports from a Business Intelligence (BI) system.

Responsibilities and missions :

- Analysis and assessment of requirements with every department for an update of the ERP

- Planning and budgeting of future changes with internal managers and the external service provider in charge of the ERP
- Analysis and assessment of requirements with the sales department for the purchase of a CRM
- Maintenance and evolution of Business Intelligence reports based on ERP data extractions
- System administration and user support

Software Developer Intern

MPO

📅 April – August 2015

📍 Vilaines-La-Juhel, France

As part of this end-of-study internship for my two-year technical degree I was tasked with the functional analysis, design, and development of a software interface between a Desktop Publishing (DTP) workflow engine and a Manufacturing Execution System (MES).

Responsibilities and missions :

- Needs collection and analysis
- Writing of the functional and technical specifications for a solution
- Development of the solution

VOLUNTEERING



Events Coordinator

ISATI (ESIR's Student Office)

📅 2015 – 2016

Planning, budgeting, scheduling and management of various events aimed toward ESIR students'.

AWARDS



★ Industrial Project Winner of the 2018 Enterprise Award ESIR & Sopra Steria

📅 December 2018

Award received for the work done during our industrial end-of-study engineering project. This project, commissioned by Cooper Standard, aimed to establish a sample preparation protocol for syntactic foam porosity analysis and develop an accompanying image analysis tool.

★ "Disability Awareness" Challenge Nuit de l'Info 2013 & Oracle

📅 Novembre 2013

Award received for the writing of a report detailing various recommendation to improve accessibility for people with disabilities when designing user interfaces. This work was the result of a challenge proposed by the Oracle company during the "Nuit de l'Info 2013" hackathon.

LANGUAGES



- French – Native speaker
- English – Advanced (TOEIC 990/990 - CEFR C1)
- German – Elementary (CEFR A2)

INTERESTS



- Music
- Reading
- Video Games : Mirror's Edge, Okami
- Sports : Judo, Table-Tennis
- Travelling : England, Ireland, Germany, Turkey, Czech-Republic
- Personal programming projects