# JEAN-BAPTISTE MORICE

# **Computer Graphics Engineer**

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**SUMMARY** 

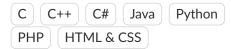


I am a recently graduated software engineer specialized in computer graphics and digital image processing. I am currently looking for a job as a software engineer on projects involving computer graphics with a focus on rendering or virtual/augmented reality.

# SKILLS



### Programming:



## Camputar Craphics

Computer	Grapni	ics:	
Unity Op	enGL	GLSL	Vulkan
Personal:			
Teamwork	Comr	nunicati	on

Project Management

Agile Software Development

# **LANGUAGES**



- French Native speaker
- English Advanced (TOEIC 990/990 -CEFR C1)

# VOLUNTEERING



### **Events Coordinator ISATI (ESIR's Student Office)**

**#** 2015 - 2016

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

# INTERESTS



- Music
- Sports: Judo, Table-Tennis
- Travelling: England, Ireland, Germany, Turkey, Czech-Republic
- Personal programming projects

## **EXPERIENCE**



### Virtual Reality R&D Engineer Intern

#### B<>COM

March - September 2018

♀ Cesson-Sévigné, France

Studied 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.), developed demonstrators highlighting the identified technological barriers which could be the subject of new research projects for the R&D laboratory.

# 3D Rendering Engineer Intern

#### **SOGITEC**

Pruz, France

Assessed the relevance of the Vulkan graphics API as a replacement for OpenGL in a real-time 3D rendering engine. Implemented it on a subset of the engine, evaluated the potential performance gains, and proposed a methodology to perform the API change over the entire engine.

### IT Project Manager Intern

#### FIT

₩ June - August 2016

Rennes, France

Contributed to initiate and plan an improvement project for the company's information system. Performed needs assessments and expressed functional specifications for the improvement of the current Enterprise Resource Planning software (ERP) and for the purchase of a Customer Relationship Management software (CRM).

### Software Developer Intern

#### **MPO**

April - August 2015

♥ Vilaines-La-Juhel, France

Functional analysis, design, and development of a software interface between a Desktop Publishing (DTP) workflow engine and a Manufacturing Execution System (MES).

# **EDUCATION**



### **Engineering Degree**

### École Supérieure d'Ingénieurs de Rennes (ESIR)

**#** 2015 - 2018

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

### Institut Universitaire de Technologie de Laval

**2013 - 2015** 

Courses: Algorithms, Data Structures and Programming, Object-oriented Programming, Software Architecture, Databases, Operating Systems, Computer Networks