# 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:

- Algorithms, 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.

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### Diplôme National du Brevet

**Collège Saint-Hélier**

📅 2006 – 2010

Approximately equivalent to GCSE'S under C Grade / GNVQ Intermediate, in the UK, or 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 degree, 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 which 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 contributed to initiate and plan 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 software (ERP) and for the purchase of a Customer Relationship Management software (CRM). 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

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## 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 (a web-service) 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