

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

Personal :

Teamwork Communication
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 interactions in virtual reality between synthetic 3D content (produced by a graphic designer) and content captured from reality (photogrammetry, 360 photos & videos, etc.). Development of demonstrators highlighting the technological barriers.

3D Rendering Engineer Intern

SOGITEC

June – September 2017

Bruz, France

Evaluation of Vulkan as a replacement for OpenGL inside a 3D rendering engine. Converted a subset of the engine and assessed the performance gain.

IT Project Manager Intern

FIT

June – August 2016

Rennes, France

Initiated and planned a company-wide improvement project for the company's information system. Performed needs assessments and expressed functional specifications for the improvement of the actual enterprise resource planning software and for a future customer relationship management software.

Software Developer Intern

MPO

April – August 2015

Vilaines-La-Juhel, France

Functional analysis, design, and development of a software interface between a desktop publishing workflow engine and a manufacturing execution system.

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: Algorithmic, Data Structures and Programming, Object Oriented Programming, Software Architecture, Databases, Operating Systems, Networks