

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 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

June – September 2017

Bruz, 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, Networks