# JEAN-BAPTISTE MORICE

# **Computer Graphics Engineer**

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# **SUMMARY**

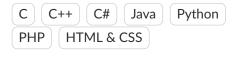


I am a recently graduated software engineer specialized in computer graphics and digital image processing. I am currently looking for a job as a C++ developer on projects involving rendering, game development, or virtual/augmented reality.

## **SKILLS**



### Programming:



### **Computer Graphics:**

Unity	OpenGL	GLSL	Vulkan
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#### Personal:

Communication Teamwork 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

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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**

Pruz. France

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

### IT Project Manager Intern

₩ 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