JEAN-BAPTISTE SIRAUDIN

Versatile Designer & Creative engineer

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EXPERIENCE

Junior Previz Game Designer

Ubisoft   📅 06/2020 - Ongoing   📍 Montreuil, France

Ubisoft Paris formed a collab team for Ubisoft Singapore on Skull&Bones, an AAA open-world multiplayer pirate game. I joined at the start of the mandate to help shape a new creative vision for the game.

- Helped multiple internal teams with design problems in a transversal previz role, with a focus on realization and user experience.
- Developed dozens of UX and design prototypes, written with Javascript and playable with a gamepad.
- Design owner on two PvPvE gameplay features, leading the implementation in the Anvil pipeline while collaborating with multiple departments.
- Edited 10 internal videos to showcase the work of the Paris team on important milestones.
- Active member of the Blender community at Ubisoft, writer of the monthly newsletter and lead developer of the community website.

Research Engineer Assistant

Ubisoft   📅 10/2019 - 03/2020   📍 Montreuil, France

The Ubisoft Editorial Technology team helps studios across the world on multidisciplinary subjects to deliver great games. I joined to investigate solutions in rendering, gameplay simulations and pipeline tools.

- Developed a Netflix-like web platform using Meteor, React and GraphQL to browse WebGL prototypes and hundreds of editorial content files instantly
- Implemented 3 prototypes in Unity C# and HLSL compute shaders for demonstrating dynamic Kelvinlets mesh deformations

Software Engineer

SelfMadeMe Inc   📅 04/2017 - 08/2017   📍 New York, USA

SelfMade provides professional photo editing and social strategy to help grow your social brand. Using Meteor, React and the Photoshop API, I worked on improving in-house tools and pipeline.

- Developed a Photoshop HTML Panel connected to the SelfMade online platform to enhance the workflow of image editors
- Developed +10 Photoshop scripts to speed up the workflow of editors

Creative Software Engineer

GoPro   📅 06/2016 - 08/2016   📍 Paris, France

GoPro Pigalle Team (previously Stupeflix) focuses on the development of the editing mobile app Quik. Using the in-house python & OpenGL framework node.gl, I tackled creative editing challenges.

- Prototyped and designed one new theme "Lapse"
- Animated and designed UI/UX prototypes for two features of the app

EDUCATION

Computer graphics major

Télécom Paris   📅 09/2018 - 04/2020   📍 Paris, France

Entrepreneurship major

École polytechnique   📅 10/2014 - 06/2018   📍 Palaiseau, France

LANGUAGES

English   Fluent

French   Native

PROJECTS

Scinéma

📅 02/2017 - Ongoing

Scinéma is an awarded YouTube Channel dedicated to science popularization through the lens of movies.

- +120 000 subscribers and more than 1M views
- Wrote, edited and directed 12 videos, using advanced editing and VFX tools

Papertoy

📅 2021

A code editor to build interactive prototypes in your browser, with Javascript and Paper.js, all directly playable with a gamepad.

🔗 https://www.papertoy.dev/

The Shape of Movies

The Shape of Movies is a website enabling real-time data viz on the colors of movies

- Developed the analysis algorithm in OpenCV/C++ and Qt and the website with Meteor and React
- More than 100 movies analysed and uploaded to the platform

🔗 theshapeofmovies.com

KelvinLets & BRDF Mip-Mapping experiments

📅 09/2018 - 06/2019   📍 Telecom Paris

C++ implementations and experiments around two CG research papers

- Implementation of Real-Time Linear BRDF Mip-Mapping (Xu et al.) in a custom OpenGL3 engine
- Experiment around the adaptation of the Pixar's KelvinLets for animating mesh deformations, initially for designing a vortex effect

PASSIONS

Sport
Rugby player and sailor

Cinema & Theater
Amateur actor and director