

JEAN-BAPTISTE SIRAUDIN

Creative versatile engineer

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EXPERIENCE

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
- Contributed to discussions around systemic narrative for the Ghost Recon franchise, Pixar's USD implementation in Ubisoft's pipelines and volumetric rendering for gameplay systems

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 image editors
- Directed 3 motion design videos, used for communication with clients

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 framework, I tackled creative editing challenges.

- Designed improvements and optimizations for the themes
- Prototyped and designed one new theme "Lapse"
- Developed +10 OpenGL shader experimentations
- Animated and designed UI/UX experimentations for two future 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

PASSIONS

 **Sport**
Rugby player and sailor

 **Cinema & Theater**
Amateur actor and director

QUOTES

The art challenges the technology, and the technology inspires the art.

John Lasseter

LANGUAGES

French	Native
English	TOEIC 935

PROJECTS

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

Scinéma

📅 02/2017 - Ongoing 📍 Palaiseau, France

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

- +120 000 subscribers and more than 900 000 views on the channel
- Wrote, edited and directed 11 videos, using advanced editing and VFX tools
- Awarded at the Frames Video Festival in 2018

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