

Jean-Charles Quillet

SENIOR SOFTWARE DEVELOPER · DESKTOP APPLICATION/C++ · SIMULATION SOFTWARE

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Main experience

Alyotech/Scalian

Rennes

DESKTOP SOFTWARE DEVELOPER FOR A SUBCONTRACTOR COMPANY

Since 04/2007

- Developing simulation software in the department Simulation, HPC and Virtual Reality
- Technical lead/Mentoring
- Technical documentation writing
- Clients: french MoD, ONERA, CEA, CNES, IRSN

Typical projects

STELLAR FOR THE CNES (FRENCH SPACE AGENCY)

10/2014 - 06/2015

- Industrialized and extended a performance estimation tool for a satellite phone telecommunication system
- Technical environment: Windows/Linux, Python, PyQt

GENE3/EDGE FOR THE ONERA (FRENCH ELECTROMAGNETIC LAB)

04/2012 - 09/2014

- Developed a radar simulation software
- Interfaced the software with the simulation running in Matlab
- International context: technical documentation writing and presenting our work to the final clients in Singapore
- Technical environment: Windows, C++, Qt, Qwt, Marble, OpenStreetMap, boost, Matlab, gdal, proj4

OVNI FOR THE FRENCH MoD

11/2009 - 08/2010

- Developed a generic software for visualizing simulation results
- Specified and realized an extensible architecture based on plugins
- Interfaced the software with the scripting language Python
- 3D scenario and 2D graphics visualizations
- Technical environment: Windows/Linux, C++, Qt, Qwt, OpenSceneGraph, boost, Python, ffmpeg

SMAART FOR THE FRENCH MoD

07/2007 - 12/2007

- Developed a simulation of surveillance of an airbase using a swarm of drones using a multi agent system
- Technical environment: Eclipse, Java, bash, gnuplot

Skills

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|-------------------------------|--|
| Main skills: | Architecture and software design Desktop application programming Object oriented programming Functional programming Geographic information systems Geometry and 3D rendering Linux systems |
| Operating systems: | Windows, Linux (CentOS, ArchLinux, Debian, Ubuntu) |
| Programming languages: | C/C++, Python, Haskell, Perl, Bash, Matlab, Java |
| Libraries: | boost, Qt, Qwt, OpenSceneGraph, gdal, proj4 |
| Development tools: | Visual C++, GNU make, GIT, SVN, gprof, Jenkins |
| Scientific tools: | Matlab, Octave, gnuplot |
| Documentation: | doxygen, \LaTeX |
| Languages: | French: mother tongue, English: fluent, Espagnol: beginner |

Extracurricular Activity

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|-------------------------------|---|
| Sports: | Rock climbing, bike commuting, surf, trekking |
| Culture: | Literature (classical, travel, adventure), cinema, attending rock concerts, guitar playing |
| Community commitments: | Member of the direction comity of the rock climbing club of Rennes (2012 to 2016) Volunteered at concert venues of Rennes: Antipode (2011 to 2015), le Jardin Moderne (2009 to 2010) Volunteered to the music festivals Epipapu (2009, 2010) and la Route du Rock (2008 - 2018) |
| Travel: | New-Zealand, Australia, USA, Canada, Malaysia, Bali, Bolivia, Iceland, Norway, Scotland, Faroe Islands |

Education

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|-------------|---|--|
| 2001 - 2002 | DESS Multimedia and Information Technology Image synthesis and analysis, 3D geometry and rendering, sound, video | <i>Bordeaux university</i> |
| 1999 - 2000 | Master in computer science Option image synthesis | <i>Poitiers university</i> |
| 1998 - 1999 | B.S. in computer science | <i>Limoges university</i> |
| 1996 - 1997 | DEUG computer science and mathematics | <i>Limoges university</i> |
| 1995 - 1996 | Baccalauréat Science | <i>Lycée Jean Giraudoux, Châteauroux</i> |

Previous experiences

LaBRI Analysis and indexing video team (University lab)

Bordeaux

RESEARCH ENGINEER

07/2006 - 08/2006

- Prepared the video indexing contests TRECVID and ARGOS
- System administration
- Technical environment: Linux, C/C++, XML, Perl, Bash, SVN

INRIA IPARLA team (French IT lab)

Bordeaux

RESEARCH ENGINEER

09/2004 - 04/2006

- Visualization of city models on mobile devices thought non-photorealistic rendering
- Writing and presenting a scientific paper to the Web3D 2006 conference in Washington
- Technical environment: Linux, Windows, Windows Mobile, C/C++, Bash, Perl, VRML97, X3D, CVS, Embedded Visual C++

Keyghost

Christchurch, New-Zeland

SOFTWARE DEVELOPMENT ENGINEER

04/2003 - 12/2003

- Developed a key analysis tool for the key logger of the company
- Studied and tested the face recognition method: Eigenface
- Technical environment: Windows, Delphi, C/C++, Octave

Visualpix

Bordeaux

INTERNSHIP FOLLOWED BY A SOFTWARE ENGINEER CONTRACT

04/2002 - 12/2002

- Implemented a spatial index for a real time video compression codec
- Research in geometric perspective for video
- Technical environment: Linux, C, CVS

Glisshouse

Marseille

DATABASE/WEB DEVELOPER, SYSTEM ADMINISTRATOR

07/2000 - 03/2001

- Web: Maintained an online shop, developed a CMS
- System administration: Installed, setup and maintained LAN (router, DNS, firewall, proxy, backup management, file server, print server)
- Technical environment: Linux, Php, MySQL, Apache, Samba, cron