

Jean-Charles Quillet

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

11, boulevard Léonce Demalvilain, 35400 Saint-Malo

☎ (+33) 6-65-13-50-75 | ✉ jeancharles.quillet@gmail.com | 📷 jecaro | 📺 jeancharlesquillet

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 for 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

Main skills: Architecture and software design
Desktop application programming
Object oriented programming
Geographic information systems
Geometry and 3D rendering
Linux systems

Operating systems: Windows, Linux (CentOS, ArchLinux, Debian, Ubuntu)

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

Sports: Rock climbing, bike commuting, surf, trekking

Culture: Literature (classical, travel, adventure), author 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

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 et 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 article 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