Jérôme Muffat-Méridol

Software Engineer
C++, JS, Windows, Gamedev, multi-platform

I left university early, grabbing the opportunity of being of the generation that saw the PC appear, and continued learning as I went (to this day…). My primary interest has always been in graphics and I believe a computer should do whatever it does in real time (and, ultimately, it always does…)

Intel Corporation
JUN08-present — Paris, FR

Software Architect OCT18-present. Support development of automated *Representative Usage Guides*, scripts automating workloads measurement for internal purposes and/or as proof points for press. Designed and implemented backend for automated builds and software packaging. Expanded backend to manage workload results logs, collecting machine and workload information to database/analyze/graph them, with a view to streamline characterization of results.

Software Architect JAN11- OCT18. Defining future usages and designing corresponding workloads for benchmarking purposes, in the Performance Evaluation and Competitive Assessment Group. Furthered development of deepViewer as a demo vehicle, demonstrating touch, multi video playback, face detection, ML auto-tagging, VR.

Senior Application Engineer JUN08-JAN11. Supporting gaming ISVs in making best use of Intel products and technologies, primarily Larrabee, Intel Integrated Graphics and Multicore optimizations.

Baladovore – Smartphone app
JUN13-JUN19 — Paris, FR

Vice-President. Non-profit organization created with a chef to promote great food producers. Building and maintaining smartphone app & backend.

webphotomag – Custom software & services
NOV05-JUN08 — Paris, FR

Owner. Contracting, publishing a photography webzine and developing gpuViewer (aka deepViewer), an innovative photo management application later bought by Intel.

Bits Studios – Games development
AUG98-APR06 — London, UK

Technical Director 2K-'06. Participated in floating the company, oversaw all technical aspects of development and investments, including 2nd studio in Toulouse.

R&D Lead '98-2K. Developed character animation technology, materials rendering and worked in the Esprit project "MOCA".

Step One (aka Sharing Technologies) – ISV
SEP97-JUL98 — Paris, FR

Senior Software Engineer. Worked on an Adobe Acrobat competitor, creating win3.1 versions of win95/winNT controls to maximize reach while keeping dev simple.

HaïKu Studios – Games development
SEP94-AUG97 — Paris, FR

Lead Programmer on unreleased PC/CD game with real-time 3D characters over FMV backgrounds. Managed five. Coded 3D acceleration on first available hardware.

Business Soft – Custom software & services
SEP91-AUG94 — Paris, FR

Software Engineer/Expert. Subcontractor for SNCF, Danone, Plein Ciel and more.

BlueShift (aka Bashar) – Custom software & services
'86-91 — Antibes, FR

Owner. Notable work: 3D software for furniture layout and quotation, photo management application and a set of C/C++ libraries for rapid development.

Miscellaneous

French, born 26th May 1966 in Antibes. Speaks French & English

Talks C++, HLSL, JS/NodeJS, Objective C, React, GraphQL, PostgreSQL and more…

Loves Photography, Gastronomy, Cubing, the Demoscene

"What can be done can be done better" * ** ***
* if you don't, someone else will.
** true innovation is in showing something can be done
*** keep in mind we have to ship, someday…

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