

# Luke Abougit

## Futur Software Engineering 3D



### Info

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- [Luke Abougit](#)
- [labougit](#)
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### Activity

#### SPORT

- Tennis
- Rowing,
- Windsurfing

#### ARTISTIC

- Guitar
- Exhibition / sale of work in gallery

### Expertise

- Python
- Java
- C
- C++
- HTML
- CSS
- JavaScript
- Assembleur x86
- Shell Linux
- ANTLR
- Qt
- OpenGL
- OpenCv
- Unity
- Unreal
- MetaHumans

Image processing, compression, analysis and synthesis, 3d environment creation, game design and scripting.

Management, project manager.

### Language

English

### Digital imaging

- Student in 3D engineering, technical art, video Game, computer vision, VR, AI at UQAC/ESIR

### Education

- 2022 - 2023 | Research laboratory training  
LIF - Chicoutimi Canada  
**Tech Artist Training - Animation - Lighting Artist**
- 2022 - 2023 | Master's degree  
UQAC - Chicoutimi Canada  
**Master's degree computer science - video games**
- 2019 - 2023 | Engineering degree  
ESIR - Rennes France  
**Engineering degree Computing Digital Imaging**
- 2017 - 2019 | CPGE - Mathematics & Physics  
St Stanislas - Nantes France  
**Preparation for national competitive master's engineering degree**

### Experience

- 2022 | Current job  
Freelance - auto-entrepreneur  
**Graphist designer - 3d Artist - Comic illustrator**  
Skills : Digital Painting - Comics - Concept Art - Photoshop - Procreate - Illustration
- 2021 - 2022 | 3 months  
Research and development | IRISA - Vannes France  
**Image processing software development - Intern**  
CSkills : Python · R&D · Project management · Image processing · C++
- 2020 - 2021 | 3 months  
Logistics Center | Rennes City and Metropolis - Rennes France  
**Software development - Intern**  
Skills : VBA - Microsoft Excel - Software development - Logistics management Project management
- 2019 - 2020 | 3 months  
Research and development | Jouvès - Rennes France  
**Image processing software development - Intern**  
Skills : Image processing · JavaScript · HTML · CSS · Opencv.js · Python · OpenCV

### Personnal project

#### Video games : Escape game - RPG - Arcade Games

Creation of a video game, scenario, game flow, environment, asset creation, generalist artist developer

**Skills :** Animation, Unity, lighting environment, gameplay

#### Metahumans animation - Photorealistic environment

Creation of realistic animation of Metahuman in a 3d environment

**Skills :** Unreal, animation, MetaHuman, lighting artist, Tech Artist