Curriculum Vitae Matthias **Moulin**

Personalia

City:	Humbeek (Belgium)	Nationality:	Belgian
Birthdate:	15 January 1992	Birthplace:	Vilvoorde (Belgium)
Mobile:	[redacted]	Email:	matthias[dot]moulin[at]gmail[dot]com
Driving license:	Class B	Hobbies:	Running, saxophone, guitar, programming, gaming

LinkedIn https://be.linkedin.com/in/matthias-moulin

Github https://github.com/matt77hias - https://matt77hias.github.io

Experience *(in reverse chronological order)*

Jun 2020 -	Frostbite, EA Digital Illusions CE AB, Stockholm (Sweden) Software Engineer in Rendering II
Feb 2019 - Jun 2020	Frostbite, EA Digital Illusions CE AB, Stockholm (Sweden) Software Engineer in Rendering I • **Technology**: Flux, GI Live Preview, GPU Probes, PBR Materials
Oct 2016 - Feb 2019	Department of Computer Science, KU Leuven, Leuven (Belgium) PhD Researcher funded by the Research Foundation - Flanders (FWO)
Oct 2015 - Sep 2016	Department of Computer Science, KU Leuven, Leuven (Belgium) PhD Researcher funded by the Computer Graphics Research Group (KU Leuven)

Education *(in reverse chronological order)*

2015 - 2020	KU Leuven, Leuven (Belgium) Doctor of Philosophy in Engineering (Computer Science) — **Not finished** • **Research topics**: Acceleration data structures and heuristics for ray tracing queries (Global illumination) light transport and (real-time) rendering algorithms **Supervisor**: prof. dr. ir. Philip Dutré • **Funding**: Research Foundation - Flanders (FWO) Oct 2016 - Sep 2020 Computer Graphics Research Group (KU Leuven) Oct 2015 - Sep 2016
2015 - 2016	Gemeentelijke Academie Wemmel, Wemmel (Belgium) Part-Time Arts Education - Music • **Major**: Electrical Guitar (Pop/Jazz)
2013 - 2015	KU Leuven, Leuven (Belgium) Master of Science in Engineering (Computer Science) — **Magna cum laude** (84.46%) • **Major**: Human Computer Interaction (Computer Graphics) • **Thesis**: Hybrid Kd-trees for Photon Mapping and Accelerating Ray Tracing (18.5/20) **Supervisor**: prof. dr. ir. Philip Dutré
2010 - 2013	KU Leuven, Leuven (Belgium) Bachelor of Science in Engineering — **Magna cum laude** (76.83%) • **Major**: Computer Science • **Minors**: Electrical Engineering and Business Management
2004 - 2010	Sint-Theresiacollege, Kapelle-op-den-Bos (Belgium) Algemeen Secundair Onderwijs (ASO) — **Magna cum laude** (84.1%) • **Major**: Science-Mathematics
2000 - 2010	Gemeentelijke Academie Grimbergen, Grimbergen (Belgium) Part-Time Arts Education - Music — **Magna cum laude** (81.6%) • **Major**: Alto Saxophone (Classical Music)

Publications *(in reverse chronological order)*

MOULIN M., DUTRÉ P.: On the use of Local Ray Termination for Efficiently Constructing Qualitative BSPs, BIHs and (S)BVHs, *The Visual Computer*, Volume 35, Issue 12, pp. 1809–1826, December 2019 (First online: July 2018).

MOULIN M.: Hybrid Kd-trees for Photon Mapping and Accelerating Ray Tracing, *Master's thesis*, Department of Computer Science, KU Leuven, Belgium, June 2015.
MOULIN M., BILLEN N., DUTRÉ P.: Efficient Visibility Heuristics for Kd-Trees Using the RTSAH, In *Eurographics Symposium on Rendering - Experimental Ideas & Implementations* (June 2015), Lehtinen J., Nowrouzezahrai D., (Eds.), The Eurographics Association, pp. 31–39.

Game credits and contributions *(in reverse chronological order)*

Motive: Star Wars: Squadrons, Electronic Arts, October 2020.
EA Vancouver, EA Romania: FIFA 21, Electronic Arts, September 2020.
EA Tiburon: Madden NFL 21, Electronic Arts, August 2020.
Ghost Games: Need for Speed Heat, Electronic Arts, November 2019.
PopCap Games: Plants vs. Zombies: Battle for Neighborville, Electronic Arts, October 2019.
EA Vancouver, EA Romania: FIFA 20, Electronic Arts, September 2019.
EA Tiburon: Madden NFL 20, Electronic Arts, August 2019.
EA DICE: Battlefield V, Electronic Arts, November 2018. (*post-release*)
EA DICE: Star Wars Battlefront II, Electronic Arts, November 2017. (*post-release*)

Skills

Frameworks	D3D11, D3D12, OpenCV, OpenMP
Game engines	Frostbite, Unity3D
Markup languages	HTML/CSS , Markdeep, Markdown, TeX/LaTeX
Modelling languages	OCL, UML
Programming languages	C (89/90, 99, 11/18), C++ (98/03, 11/14, 17, 20), C#, CUDA C/C++, Elm, Erlang, Haskell, J#, Java, JavaScript/TypeScript, Maple, Matlab/Octave, MIPS, Prolog, Python 2/3, Racket
Shading languages	GLSL, HLSL
Version control	Git, Mercurial, Perforce, SVN

Languages

Dutch	Mother tongue
English	Fluent speaker and writer
French	Moderate speaker and writer
Swedish	Basic speaker and writer

Past projects *(selected)*

MAGE v0	Game and rendering engine featuring both forward and deferred PBR pipelines with optional Voxel Cone Tracing indirect illumination (*C++17, D3D11, HLSL*)
MAGE v1 *(WIP)*	Improved and extended remake built from the ground up (*C++20, D3D12, HLSL*)

Teaching assistantship

2016 - 2018	Computer Graphics: Project	[B-KUL-H07Z5A]
2016 - 2017	Capita Selecta Computer Science: Man Machine Interface	[B-KUL-H05N2A]
2016 - 2017	Problem Solving and Engineering Design, Part 3	[B-KUL-H01D4B]
2015 - 2016	Problem Solving and Engineering Design: Computer Science	[B-KUL-H01Q3C]

Thesis mentorship

2018 - 2019	Jesse Hoobergs	Using the Distribution of the Geometric Normals for Constructing BSPs
2017 - 2018	Mathijs Delabie	Genetic Operators for Metropolis Light Transport
2016 - 2017	Menno Keustermans	Estimating Ray Distributions from a Markov Transfer Process
2016 - 2017	Maarten Tegelaers	Forward & Deferred Hashed Shading for Real-time Rendering of Many Lights
2015 - 2016	Jeroen Sanders	Accelerating Ray Tracing using Cone/Cylinder Shafts