



# Curriculum Vitae ir. Matthias Moulin

## Personalia

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Nationality: Belgian Birthdate: 15 January 1992  
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 LinkedIn <https://be.linkedin.com/in/matthias-moulin>  
 Github <https://github.com/matt77hias> - <https://matt77hias.github.io/>

## Experience *(in reverse chronological order)*

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Dec 2023 – Jun 2025 [Frostbite](#), [EA Digital Illusions CE AB](#) (DICE), Stockholm, Sweden – Remote  
Rendering Software Engineer III – Image Quality (Frostbite Rendering)  
Jun 2020 – Nov 2023 [Frostbite](#), [EA Digital Illusions CE AB](#) (DICE), Stockholm, Sweden – Remote  
Rendering Software Engineer II – Image Quality (Frostbite Rendering)  
• **Technologies:** *DRS, GI Material, Shader Graphs/Expression Shaders*  
Feb 2019 – May 2020 [Frostbite](#), [EA Digital Illusions CE AB](#) (DICE), Stockholm, Sweden – On-site  
Rendering Software Engineer I – Image Quality (Frostbite Rendering)  
• **Technologies:** *CPU/GPU Probes, Enlighten, Flux, GI Live Preview, PBR Materials*  
Oct 2016 – Feb 2019 [Department of Computer Science, KU Leuven](#), Leuven, Belgium – Hybrid  
Rendering Research Engineer – [Research Foundation - Flanders](#) (FWO)  
• **Fellowship:** *PhD Fellowship fundamental research*  
Oct 2015 – Sep 2016 [Department of Computer Science, KU Leuven](#), Leuven, Belgium – Hybrid  
Rendering Research Engineer – [Computer Graphics Research Group \(KU Leuven\)](#)

## Education *(in reverse chronological order)*

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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

## Publications *(in reverse chronological order)*

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**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.

## Skills

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Frameworks	D3D11, D3D12, DXGI, (EA)STL, MPI, OpenCV, OpenGL, OpenMP
Markup languages	HTML/CSS, Markdeep, Markdown, TeX/LaTeX
Modelling languages	OCL, UML
Programming languages	C (89/90, 99, 11/18, 23), C++ (98/03, 11/14, 17, 20, 23), C#, CUDA C/C++, Erlang, Haskell, Java, JavaScript/TypeScript, Maple, Matlab/Octave, MIPS, Prolog, Python 2/3, Racket
Shading languages	GLSL, HLSL
Version control	Git, Mercurial, Perforce, SVN



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

Developer(s)	Game	Publisher	Release Date
<a href="#">EA DICE</a> , <a href="#">Criterion Games</a> , <a href="#">Motive</a> , <a href="#">Ripple Effect Studios</a>	<a href="#">Battlefield 6</a>	<a href="#">Electronic Arts</a>	<i>Announced</i>
<a href="#">Full Circle</a>	<a href="#">Skate</a>	<a href="#">Electronic Arts</a>	<i>Announced</i>
<a href="#">EA Vancouver</a>	<a href="#">NHL 26</a>	<a href="#">Electronic Arts</a>	<i>Announced</i>
<a href="#">EA Vancouver</a> , <a href="#">EA Romania</a>	<a href="#">EA Sports FC 26</a>	<a href="#">Electronic Arts</a>	Sep 2025
<a href="#">EA Tiburon</a>	<a href="#">Madden NFL 26</a>	<a href="#">Electronic Arts</a>	Aug 2025
<a href="#">EA Tiburon</a>	<a href="#">EA Sports College Football 26</a>	<a href="#">Electronic Arts</a>	Jul 2025
<a href="#">BioWare</a>	<a href="#">Dragon Age: The Veilguard</a>	<a href="#">Electronic Arts</a>	Oct 2024
<a href="#">EA Vancouver</a>	<a href="#">NHL 25</a>	<a href="#">Electronic Arts</a>	Oct 2024
<a href="#">EA Vancouver</a> , <a href="#">EA Romania</a>	<a href="#">EA Sports FC 25</a>	<a href="#">Electronic Arts</a>	Sep 2024
<a href="#">EA Tiburon</a>	<a href="#">Madden NFL 25</a>	<a href="#">Electronic Arts</a>	Aug 2024
<a href="#">EA Tiburon</a>	<a href="#">EA Sports College Football 25</a>	<a href="#">Electronic Arts</a>	Jul 2024
<a href="#">EA Vancouver</a>	<a href="#">EA Sports UFC 5</a>	<a href="#">Electronic Arts</a>	Oct 2023
<a href="#">EA Vancouver</a>	<a href="#">NHL 24</a>	<a href="#">Electronic Arts</a>	Oct 2023
<a href="#">EA Vancouver</a> , <a href="#">EA Romania</a>	<a href="#">EA Sports FC 24</a>	<a href="#">Electronic Arts</a>	Sep 2023
<a href="#">EA Tiburon</a>	<a href="#">Madden NFL 24</a>	<a href="#">Electronic Arts</a>	Aug 2023
<a href="#">EA Tiburon</a>	<a href="#">EA Sports PGA Tour</a>	<a href="#">Electronic Arts</a>	Apr 2023
<a href="#">Motive</a>	<a href="#">Dead Space</a>	<a href="#">Electronic Arts</a>	Jan 2023
<a href="#">Criterion Games</a>	<a href="#">Need for Speed Unbound</a>	<a href="#">Electronic Arts</a>	Nov 2022
<a href="#">EA Vancouver</a>	<a href="#">NHL 23</a>	<a href="#">Electronic Arts</a>	Oct 2022
<a href="#">EA Vancouver</a> , <a href="#">EA Romania</a>	<a href="#">FIFA 23</a>	<a href="#">Electronic Arts</a>	Sep 2022
<a href="#">EA Tiburon</a>	<a href="#">Madden NFL 23</a>	<a href="#">Electronic Arts</a>	Aug 2022
<a href="#">EA DICE</a> , <a href="#">Criterion Games</a> , <a href="#">EA Gothenburg</a> , <a href="#">Ripple Effect Studios</a>	<a href="#">Battlefield 2042</a>	<a href="#">Electronic Arts</a>	Nov 2021
<a href="#">EA Vancouver</a>	<a href="#">NHL 22</a>	<a href="#">Electronic Arts</a>	Oct 2021
<a href="#">EA Vancouver</a> , <a href="#">EA Romania</a>	<a href="#">FIFA 22</a>	<a href="#">Electronic Arts</a>	Sep 2021
<a href="#">EA Tiburon</a>	<a href="#">Madden NFL 22</a>	<a href="#">Electronic Arts</a>	Aug 2021
<a href="#">EA Vancouver</a> , <a href="#">EA Romania</a>	<a href="#">FIFA 21</a>	<a href="#">Electronic Arts</a>	Oct 2020
<a href="#">Motive</a>	<a href="#">Star Wars: Squadrons</a>	<a href="#">Electronic Arts</a>	Oct 2020
<a href="#">EA Tiburon</a>	<a href="#">Madden NFL 21</a>	<a href="#">Electronic Arts</a>	Aug 2020
<a href="#">Ghost Games</a> , <a href="#">Criterion Games</a>	<a href="#">Need for Speed Heat</a>	<a href="#">Electronic Arts</a>	Nov 2019
<a href="#">PopCap Games</a>	<a href="#">Plants vs. Zombies: Battle for Neighborville</a>	<a href="#">Electronic Arts</a>	Oct 2019
<a href="#">EA Vancouver</a> , <a href="#">EA Romania</a>	<a href="#">FIFA 20</a>	<a href="#">Electronic Arts</a>	Sep 2019
<a href="#">EA Tiburon</a>	<a href="#">Madden NFL 20</a>	<a href="#">Electronic Arts</a>	Aug 2019
<a href="#">EA DICE</a>	<a href="#">Battlefield V</a>	<a href="#">Electronic Arts</a>	Nov 2018 ( <i>post-release</i> )
<a href="#">EA DICE</a>	<a href="#">Star Wars Battlefront II</a>	<a href="#">Electronic Arts</a>	Nov 2017 ( <i>post-release</i> )

## Languages

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

## Past projects *(selected)*

 <a href="#">MAGE v0</a>	Rendering engine ( <i>C++17</i> , <i>D3D11</i> , <i>HLSL</i> )
 <a href="#">MAGE v1 (WIP)</a>	Improved and extended remake built from the ground up ( <i>C++23</i> , <i>D3D12</i> , <i>HLSL</i> )