CONTACT

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EMAIL

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ADRESS

15 route de Moura 33380 Mios, France

BACKGROUND

1999_today - Professional Training

C++, OpenGL, C#/.Net, parallel, Agile, WebGL, WPF and multi-threading, React JS

1998-99 - ESTIA/Cranfield Univ. Master of Science CAD/CAM/CAE (AB) 1997-98 - Grenoble university

Dual-skilled computer science DESS degree (AB)

1996-97 - Toulon university

Marine engineering DESS degree (Telecommunication and robotic) (AB)

1994-96 – Grenoble university Bachelor and Master degree in

mechanics(AB)

SKILLS

Languages: C, C++, C#/.Net4.0/4.5/4.7, Js/TypeScript

Frameworks: WPF, React, Redux, ReactQuery, Material UI, TPL/DataFlow, Prism/Mef, TopADS, Qt, Gtk

Tools: Visual Studio, SourceTree, SmartGit, SmartSvn

Softwares: Pro-Engineer, Ideas MS, TopSolid

LANGUAGES

English: professional

HOBBIES

Voyages: Portugal, Spain, Algeria, Morocco, Lebanon, Syria, Reunion island, Guadeloupe, Japan, Indonesia, South Africa

Sports: soccer, pala, badminton, padel, snowboard, surf, kitesurf

Matthieu SHIODA

Software development engineer

Developer of desktop and web softwares since the beginning of my career, I followed languages and frameworks evolutions, and thus gained some experience in terms of software architecture, algorithms and user interfaces.

PROFESSIONAL EXPERIENCE

LECTRA

6/2016 - today

Development of cloud applications (Azure) dedicated to data preparation and cutting room organization.

1/2016 - 6/2016

- Studies and costing for the development of a new 2D/3D CAD software dedicated to the furniture market.
- Mini virtual reality project on HTC Vive

1/2014 - 1/2016

Developments on a 3D clothing simulation software.

1/2013 - 12/2013

Development of a touchscreen software (desktop and tablet PC) for the general public for 3D virtual fitting for the sale of custom-made suits.

1/2011 - 12/2012

Development of virtual folds on a 2D/3D CAD software for model making.

11/2009 - 12/2010

Development of a data access portal including visualization modules, database search, workflow management.

8/2002 - 10/2009

Development of a 3D surface layout software, DesignConcept, plug-in of TopSolid CAD software (Missler Software), analysis of the needs of different markets (automotive, aeronautical, nautical, furniture, composite, inflatable structures, lingerie, ...) through alpha sites and proposal of technical solutions.

MECALOG

9/1999 - 7/2002

Design and development of an OpenGL graphics library common to several finite element pre-processors (general, business oriented for automotive crash, fluid, biomechanics and stamping) and to the post-processor of the HELIOSS environment (RADIOSS solver).