

Olivier Meyer



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<http://myrograph.github.io>

LANGUAGES



French: Native

English: Advanced

Spanish: Intermediate

Thai: Beginner

SKILLS

Programming

- React, HTML5, CSS3
- Javascript ES6
- Gulp, Grunt, npm, Git
- OOP & design patterns
- Unity, C#, GLSL, shaders
- C/C++, OpenGL3, Unreal
- PHP, laravel, MySQL

Generative art

Photoshop, Premiere pro, Indesign, After effect, Touch-designer, processing, OpenFrameworks, Spout, OSC, DMX, Resolume Arena

Soft skills

Problem solving, Project mangement, Agile, Design thinking, Creative process

PORTFOLIO

<http://myrograph.github.io>



Creative Technologist

2 years of experience as fullstack and WebGL developer plus various projects ranging from building game engines to designing interactive systems. I am a UX-centric problem solver. Trained both as a designer and an engineer, my multifaceted profile allows me to communicate efficiently with tech teams, art teams and to understand the needs of my clients.

EXPERIENCE

Fullstack and WebGL software engineer

• **Celette Asia-Pacific** - Chonburi (Thailand): 2021 - Present

Developed the 'Cameleon' software to be used with the universal car bench of the same name. React, Three JS, PHP, Laravel

Software engineer intern

• **SmodeTech** - Paris (France): 2020, 8 months

Integrated Unreal engine with Smode media server for Real time VFX in XR productions: C++, OpenGL, HLSL

Lead game developer

• **Ubisoft university game contest** - Montreal (Canada): 2020 (3 months)

Game design, implemented Character, Controls and Camera: Unity, C#

R&D Software engineer intern

• **Technicolor Mikros Animation** - Paris (France): 2019 (3 months)

Researched a workflow to accelerate animated film preproduction using Unity and Pixar USD file format

WebGL developper intern

• **Wanadev web and VR agency** - Lyon (France): 2018 (2 months)

Built a 3D product configurator for the web: BabylonJS, NPM, grunt

Creative engineer intern

• **Theoriz digital arts studio** - Lyon (France): 2017 (5 months)

researched XR stage interactions, developed a VR experience and set up an interactive robotic art piece: Unity, C#, Resolume, arduino

And more projects on my portfolio...

EDUCATION

UQAT University - Rouyn-Noranda (Canada): 2019-2020

Master in digital creation (exchange student)

IMAC Engineering school - Paris (France): 2017-2020

Engineer degree (master) in programming, web, multimedia

Digital Campus - Montpellier (France): 2016-2017

Web project management - opqast certification

INTERESTS

electronics
mechanics

teaching
painting

interactive art
realtime graphics
video mapping

VFX
filmmaking

3D math
game engines