

Olivier Meyer



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<http://myrograph.github.io>

LANGUAGES



SKILLS

Creative coding

- Unity, C#
- C/C++, OpenGL3, Unreal
- GLSL & shaders
- OOP & design patterns
- Git, Agile workflow
- Python, TouchDesigner
- Java, Processing, P5js
- HTML5, CSS3, JS

Design: Adobe suite



Soft skills

- Project management
- Design thinking
- Creative process

PORTFOLIO

<http://myrograph.github.io>



Creative Technologist

Graphics engineer seeking work from January 2020.

Multitalented engineer experienced in working with game engines, web technologies and micro-controllers, my multifaceted profile allows me to communicate efficiently with tech teams, art teams and to understand the needs of my clients.

EDUCATION

- 2019-2020** UQAT University - Rouyn-Noranda, QC, CA
Master in digital creation (exchange student)
- 2017-2020** IMAC Engineering school - Marne-la-Vallée, FR
Engineer degree in programming, web, multimedia
- 2016-2017** Digital Campus - Montpellier, FR
Web project management
- 2014-2016** La Martinière Monplaisir High school - Lyon, FR
Preparatory classes: math, physics, computer science

EXPERIENCE

- 2020.05** Software engineer: 6 months internship
SmodeTech - Paris, FR
Integrated Unreal engine with Smode: C++, OpenGL, HLSL
- 2020.01** Lead game developer: 3 months project
Ubisoft university game contest - Montreal, QC, CA
Game design, networking and AI: Unity, Photon PUN
- 2019.06** Real-time developer: 10 weeks internship
Mikros Animation (Technicolor) - Paris, FR
Designed a real time previs workflow: Unity, Pixar USD
- 2018.07** WebGL developer: 2 months internship
Wanadev web and VR agency - Lyon, FR
Made a 3D product configurator: BabylonJS, NPM, grunt
- 2017.04** Creative engineer: 5 months internship
Theoriz digital arts studio - Lyon, FR
Mixed reality, VR and robotics: Unity, Resolume, arduino

And many more projects on my portfolio...

INTERESTS

electronics
mechanics

VFX
filmmaking

interactive art
realtime graphics
video mapping

drawing
graphic design
game engines
3D math