Olivier Meyer

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omeyer973.github.io/Portfolio

LANGUAGES

🇫🇷 Native
🇬🇧 Advanced
🇪🇸 intermediate

SKILLS

Creative coding

- Unity, C#
- Python, TouchDesigner
- Git, Github
- C/C++, OpenGL3
- GLSL, shadertoy
- OOP & design patterns
- Java, Processing, P5js
- HTML5, CSS3, JS

Design: Adobe suite

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Soft skills

- project mangement
- design thinking
- creative process

DEMO REEL

youtu.be/8Z-s-DM0NVU

Creative Programmer

Graduating graphics engineer student seeking intern work between May and September 2020.

I specialise in real-time interaction, generative design and the study of movement. Computer-generated arts fascinate me and I strive to push the limits of my knowledge to create new experiences.

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

2019.10
Video mapping content creator: 1 month project
FCIAT Film festival - Rouyn-Noranda, QC,CA
Made video loops for a live show: After effect, TouchDesigner

2019.06
Real-time developper: 10 weeks internship
Mikros Animation (Technicolor) - Paris, FR
Designed a real time previs workflow: Unity, Pixar USD

2018.12
OpenGL3 developper: 6 weeks school project
IMAC engineering school - Marne la valée, FR
Made a 3D flying game from scratch: C++, openGL3, GLSL

2018.07
WebGL developper: 2 months internship
Wanadev web and VR agency - Lyon, FR
Made a 3D product configurator: BabylonJS, NPM, grunt

2017.10
VR developer: 72 hours Game Jam
Virtual Association - Descartes UPEM campus
Made a VR game about doing the dishes: Unity

2017.04
Multimedia developer: 5 months internship
Theoriz digital arts studio - Lyon, FR
Mixed reality, VR and robotics: Unity, Resolume, arduino

INTERESTS

electronics
mechanics
interactive art
realtime graphics
video mapping
drawing
graphic design

VFX
filmmaking
game engines
3D math