

Olivier Meyer



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github.com/OMeyer973

LANGUAGES



SKILLS

Creative coding

- Unity, C#
- Python, TouchDesigner
- Git, Github
- C/C++, OpenGL3
- GLSL, shadertoy
- Object-oriented programming
- Gang of 4 design patterns
- Java, Processing
- Javascript, P5js
- HTML5, CSS3, JS

Design: Adobe suite



Soft skills

- project management
- collaboration
- design thinking
- creative problem solving

DEMO REEL

youtu.be/8Z-s-DM0NVU



Creative Programmer

Engineer student seeking an internship for 4 months between May and September 2020 as a creative programmer

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 class to engineering school
math, physics, computer science
- 2014-2017** Lycée Gaston Monnerville - Kourou, French Guiana
High school diploma in engineering science

EXPERIENCE

- 2019-2020** Real-time developer: 10 weeks internship
Mikros Animation (Technicolor) - Paris, FR
Designed a workflow to use Unity as a Previs tool in Mikros's new production pipeline centered around Pixar USD files
- 2018-2019** OpenGL3 developer: 6 weeks school project
IMAC engineering school - Marne la vallée, FR
Made a 3D arcade flying game featuring a flexible physics engine and multi-lights shaders: C++, OpenGL3, GLSL
- 2018-2019** WebGL developer: 2 months internship
Wanadev web and VR agency - Lyon, FR
Made a 3D product configurator web app featuring customizable textures and a text canvas decal: BabylonJS, NPM, grunt
- 2017-2019** VR developer: 60 hours Game Jam
Virtual Association - Descartes UPEM campus
VR game development and integration in the Unity engine
- 2017-2019** Multimedia developer: 5 months internship
Theoriz digital arts studio - Lyon, FR
Application development in Unity with kinect and HTC Vive, Development of a mixed reality app for a short film shooting
- 2017-2020** Prologin national algorithmic contest
ENS Lyon - Lyon, FR
Qualified for the regional finals: python

INTERESTS

electronics
mechanics

VFX
filmmaking

interactive art
realtime graphics
video mapping

drawing
graphic design

game engines
3D geometry