

# Olivier Meyer



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<http://myrograph.github.io>

## LANGUAGES



## SKILLS

### Creative code

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

### Design: Adobe suite



### Soft skills

- Project management
- Design thinking
- Creative process

## PORTFOLIO

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# Creative Technologist

## Graphics engineer open for work

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

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

Master in digital creation (exchange student)

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

Engineer degree in programming, web, multimedia

Digital Campus - Montpellier (France): 2016-2017

Web project management

La Martinière Monplaisir High school - Lyon, France: 2014-2016

Preparatory class in math, physics, computer science

## EXPERIENCE

SmodeTech - Paris (France): 2020

**R&D Software engineer intern (6 months)**

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

Ubisoft university game contest - Montreal (Canada): 2020

**Lead game developer (3 months)**

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

Technicolor Mikros Animation - Paris (France): 2019

**R&D Software engineer intern (2.5 months)**

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

Wanadev web and VR agency - Lyon (France): 2018

**WebGL developer intern (2 months)**

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

Theoriz digital arts studio - Lyon (France): 2017

**Creative engineer intern (5 months)**

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

And many more projects on my portfolio...

## INTERESTS

electronics  
mechanics

VFX  
filmmaking

interactive art  
realtime graphics  
video mapping

teaching  
drawing

game engines  
3D math