

# Olivier Meyer



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<http://myrograph.github.io>

## LANGUAGES



## SKILLS

### Programming

- Git, Agile workflow
- OOP & design patterns
- React
- HTML5, CSS3, JS ES6, JSX
- Unity, C#
- Gulp, Grunt, Parcel
- GLSL, WebGL & shaders
- C/C++, OpenGL3, Unreal
- Java, Processing, P5js

### Design: Adobe suite



### Soft skills

- Project management
- Design thinking
- Creative process

## PORTFOLIO

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# Creative Technologist

Graphics engineer and front end web developer open for work

Multitalented engineer experienced in working with web technologies, game engines 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 (master) in programming, web, multimedia

Digital Campus - Montpellier (France): 2016-2017

Web project management - opqast certification

## EXPERIENCE

### Fullstack and WebGL software engineer

• **Celette Asia-Pacific** - Chonburi (Thailand): 2022 - Present

Developing 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 developer 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 many more projects on my portfolio...

## INTERESTS

electronics  
mechanics

interactive art  
realtime graphics  
video mapping

teaching  
painting

VFX  
filmmaking

3D math  
game engines