

# Olivier Meyer



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omeyer973.github.io/Portfolio

## LANGUAGES



Native



Advanced



intermediate

## SKILLS

### Creative coding

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

### Design: Adobe suite



### Soft skills

- Project management
- Design thinking
- Creative process

## DEMO REEL

[youtu.be/8Z-s-DM0NVU](https://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 developer: 10 weeks internship  
*Mikros Animation (Technicolor) - Paris, FR*  
Designed a real time previs workflow: Unity, Pixar USD

2018  
.12

OpenGL3 developer: 6 weeks school project  
*IMAC engineering school - Marne la vallée, FR*  
Made a 3D flying game from scratch: C++, OpenGL3, GLSL

2018  
.07

WebGL developer: 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