Olivier Meyer

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http://myrograph.github.io

LANGUAGES

🇫🇷 Native

🇬🇧 Advanced

🇪🇸 intermediate

SKILLS

Creative code

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

Design: Adobe suite

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Soft skills

- Project mangement
- Design thinking
- Creative process

PORTFOLIO

http://myrograph.github.io

Creative Technologist

Graphics engineer and front end web developper 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 developper (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 animated film preproduction using Unity and Pixar USD file format

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

interactive art
realtime graphics
video mapping

teaching
drawing

VFX
filmmaking

game engines
3D math