Jocelyn Meyron

IT consultant.



Professional experiences

2021 - IT consultant, Adentis, Grenoble, France.

2019 - 2021 Postdoctoral researcher, LIRIS, Lyon, France.

Pattern generation for digital surface analysis. Supervised by Tristan Roussillon.

2015 - 2018 PhD Thesis, GIPSA-lab, Grenoble, France.

Semi-discrete optimal transport and applications to non-imaging optics. Supervised by Dominique Attali, Quentin Mérigot, Boris Thibert, defended on October 16^{th} 2018.

Education

2012 - 2015 **Graduate in computer science and applied mathematics**, *Ensimag*, Grenoble, France. Specialization: *Mathematical modeling*, *Vision*, *Graphics and Simulation*.

2010 - 2012 Preparatory classes for French Grandes Écoles, MPSI-MP*, Marseille, France.

Projects

02-06/2015 Research internship, GIPSA-lab, Grenoble, France.

- o Goal: Discretization of mean curvature flows on point clouds.
- Tools: C++ / Python / CGAL / CMake / git.
- Available on my GitHub profile, 10kLOC.

06-08/2014 Research internship, Google Summer of Code, LJK, Grenoble, France.

- Goal: Implementation of a function for computing an intersection of halfspaces and the Voronoi Covariance Measure (VCM) inside the CGAL library.
- Tools: C++ / Python / CGAL / CMake / Doxygen / git.
- Available in the CGAL library, 2kLOC.

06-2014 Second year final project, Ensimag, Grenoble.

- o Goal: Procedural generation of strongholds, and terrain adaptation
- Tools: ANTLR / C++ / OpenGL.
- Available on GitHub.

Skills

Computer science

- Programming languages: C, C++, Java, Python, Coq, Haskell, JavaScript
- Libraries: CGAL, DGtal, Eigen, OpenGL, pybind11, NumPy, SciPy, Matplotlib, React
- o Software: Git, Linux, LATEX, Blender, LuxRender, GIMP, Visual Studio Code

Languages

French Mother tongue.

English Fluent in both oral and writing, TOEIC: 960 points.

Japanese Notions, Japanese Language Proficiency Test N3 Level, received March 2020.

Miscellaneous

- Teachings (C++ and Coq practicals), 27h, Université Claude Bernard, Lyon
- Redaction and presentation of scientific papers

Centers of interest

Culture Japanese literature, movies, video games.

Voyage Europe, Asia.