



Pierre BARET

25 years old, French
Grenoble (FR 38)
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<http://pierrebaret.pagesperso-orange.fr/>



<https://github.com/pbaret>



French: native
English: fluent
German: notions



Skills

Programming:



C++, OpenCV, Qt, C



Unity3D C# scripting



Matlab/Scilab, R



Java, Android



HTML, CSS, JS, SQL



OpenGL, ADA, Qt/QML

Others



Microsoft Office, LaTeX



Git, SVN, Méthode Agile

Hobbies



Software R&D Engineer

Computer Vision - Image Processing - 3D Graphics



Education

2015 Master of Engineering from Grenoble INP -ENSIMAG
Ecole Nationale Supérieure d'Informatique et Mathématiques
Appliquées de Grenoble (computer science and applied maths).
Specialization: Mathematical modeling, Vision, 3D Graphics, Image
Processing and Simulation.

2010 Baccalauréat Scientific with major in maths, first class honor
(17.3/20). Edouard Herriot High School, Voiron (38)



Job Experiences

2017-2018 Software Innovation Engineer, Schneider Electric, San
Francisco, CA, USA.

- 18 months french contract : Volontariat International en
Entreprise (V.I.E).
- Research of use cases and development of proofs of concept
around emerging technologies (Augmented and mixed reality,
IoT..).

2016 Research Engineer, INRIA, Grenoble, France.

- 1 year fixed term contract in this National Research Center.
- Research, development and evaluation of computer vision
algorithms for an Infrared sensor.
- Project in partnership with Schneider Electric and the CEA.

2015 R&D Software Engineer, Thales Electron Devices, Moirans,
France.

- 6 months internship then 3 months fixed term contract.
- 3D X-Rays Tomography project for 3D bone reconstruction.
- Development of the whole 3D geometric calibration chain.

2014 R&D Engineer Assistant, Aesculap (B|Braun), Echirolles,
France.

- 11 weeks summer internship.
- Development of Serious Games for the Orthopilot platform
(computer assisted surgery 3D gestures tracking platform).



Projects

- Post-WIMP Interaction, ENSIMAG, 3rd year : Development
computer assisted drawing system using an OptiTrack (motion
capture camera).
- Research Project, ENSIMAG, 2nd year: Classification and analysis
of 3D meshes animations. Research of a new method based on
4D Laplacian..
- Personnel website project: <http://pierrebaret.pagesperso-orange.fr/>
- Personnel Project: Development of a 3D multiplayer video
game using Unity3D game engine.