Victor Petitjean

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⑥ French citizenship



Summary

Computer Graphics engineer with 4+ years of experience in research, with proficient team communication and methodical organization. I have a Master of Science in Engineering and I applied my knowledge in renowned universities and companies worldwide. I am seeking to apply my graphics knowledge and structured methodology in closer partnership with creative minds.

Experience

Vocational

from Simulation Engineer in Computer Graphics, Siemens, The Hague, Netherlands.

Sep 2019 Developed a physically-based path tracer for automotive camera and lidar simulation, and validated our simulation in collaboration with a lidar manufacturer.

- Object-oriented programming in C++11 and OptiX, scripting and prototyping in Python and Matlab.
- Collaboration between team members and commercial partners for cooperative and efficient teamwork.
- Nov 2016 Research Assistant in Computer Graphics, Delft University of Technology, Delft, Netherlands.
- -Mar 2019 Conducted research in computer graphics under the supervision of Prof. Dr. Eisemann (path tracing, importance sampling, spectral rendering). Published four papers and gave talks at international conferences.
 - O Didactic Teaching Assistant to Bachelor students, in Rendering 101.
 - Ability to conceptualize problems and develop well-reasoned and innovative solutions.
 - Feb-Aug Intern Researcher in Computer Graphics, Technicolor, Rennes, France.
 - 2016 Developed new techniques for real-time 3D rendering using area light sources. Best intern award.
 - Jun-Aug Intern Researcher in Biomedical Optics, Stanford University, Palo Alto, CA, USA.
 - 2015 Collaborated with Prof. Bowden's team to develop innovative biomedical imaging technologies.

Miscellaneous

2016 Volunteer, Le Refuge, Rennes, France.

Volunteered at Le Refuge, a nonprofit that shelters young adults victims of LGBTQ-phobia in their family.

2014 **Students council member, in charge of the AV club**, *Institut d'Optique*, Palaiseau, France. Led the AV club, directed and edited shorts and video recaps about our school's artistic events.

Education

2013–2016 **Master of Science in Engineering**, *Institut d'Optique*, Bordeaux, France (3.86 GPA).

Coursework includes: Computer Science, Computer Graphics, Computer Vision, Image Processing, Physical and Geometrical Optics, Technologies of Screens and Displays, Electronics, Signal Processing.

Language and Computer skills

French Native speaker Languages C/C++, Python, Matlab English Fluent (*TOEIC score 990/990*) Graphics OptiX, GLSL, Blender, Maya

Dutch Elementary

Office tools Windows & Linux, Microsoft 365, LATEX

German Elementary

Hobbies Cinema, LEGO building, world traveling

Publications

- 2019 A Survey on Gradient-Domain Rendering.
 - B.-S. Hua, A. Gruson, **V. Petitjean**, M. Zwicker, D. Nowrouzezahrai, E. Eisemann, T. Hachisuka. In *Computer Graphics Forum (State of the art report Eurographics 2019)*.
- 2018 Spectral Gradient Sampling for Path Tracing.
 - V. Petitjean, P. Bauszat, E. Eisemann.
 - In Computer Graphics Forum (Proceedings of EGSR 2018).
- 2018 Applying Visual Analytics to Physically-Based Rendering.
 - G. Simons, S. Herholz, **V. Petitjean**, T. Rapp, M. Ament, H. Lensch, C. Dachsbacher, M. Eisemann, E. Eisemann.
 - In Computer Graphics Forum.
- 2017 Gradient-Domain Path Reusing.
 - P. Bauszat, V. Petitjean, E. Eisemann.
 - In ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2017).

Conference Participations

- 2018 Spectral Gradient Sampling for Path Tracing. Eurographics Symposium on Rendering 2018. Karlsruhe, Germany. July 2-4.
- 2018 Conference co-organization. Eurographics 2018. Delft, The Netherlands. April 16-20.
- 2017 Gradient-Domain Path Reusing. SIGGRAPH Asia 2017. Bangkok, Thailand. November 27-30.