



Paul-Élie Pipelin

Engineer in digital imaging, 24 y.o., Car license

EXPERIENCES

- Since Mai 2022 **Research Engineer - Rendering**, MATEREAL, Lyon, France.
- March 2021 – **R&D Engineer - Rendering**, IMAGE ENGINE, Vancouver, Canada.
- April 2022 Programming of **tools** for artists, maintaining current softwares (e.g. tools for *Gaffer*, *Arnold Renderer*, *Nuke*, *Maya*). Work on the **assets management** proprietary software and its combining with the render farm. Work on the **link between Gaffer and Arnold Renderer**. Participation on *Gaffer* open source software.
- March 2020 – **Programming internship**, ANSYS OPTIS, Toulon.
- August 2020 Work on a plugin to integrate physically realistic and parametrizable BSDFs. Automation of tests for physic validation, integration of default samplers and adding of new materials.
- October 2019 **Industrial project, Implementation of an Optimal Multiple Importance Sampling (OptiMIS) for Bidirectional Light Transport Simulation**, ESIR, CORONA RENDERER, Rennes.
- February 2020 Received the **innovation award**.
- June – **Research internship in Indoor Localization**, LIMU - KYUSHU UNIVERSITY, Fukuoka, Japon.
- August 2019 Implementation of an **indoor localization** framework based on bluetooth beacons (BLE) and map constraint.
- (~3 mois) **First prize** in IPIN's 2019 competition (Track 5). (Indoor localization conference)
- 2017 & 2018 **Internship 1 in Research Laboratory and Internship 2 at Capgemini**, Rennes.
- November **First and Second prizes of the Insomni'hack Hackathon (~24h) organised by Epine with Capgemini**, ESIR - EPINE - CAPGEMINI.
- 2017 & 2018

EDUCATION AND CERTIFICATION

- 2017 – 2020 **Engineering Cycle at ESIR in Digital Imaging**, ÉCOLE SUPÉRIEURE D'INGÉNIEURS DE RENNES, Rennes.
- Image: **Image Synthesis**, Mathematics for images, Advanced **Image Processing**, Human Machine Interface, Classification, Special Effects, Compression
 - Humanities: Communication, fluent **English**, Management, Innovation
- April – **Handimanager certified**, COMPANIEROS ASSOCIATION.
- October 2018 Involvement and organization of a crowdfunding financed project to teach the management of disabled persons to engineering students.

TOOLS FOR COMPUTER SCIENCE

- Languages **C++**, **Python**, Java, Scala, SQL, Web (front / back)
- Technologies **OpenCV**, OpenGL, **Unity**, Matlab, Spring, Angular
- Tech VFX **Gaffer**, **Arnold Renderer**, Nuke, Maya, OSL
- Systems Windows, GNU/Linux
- Others Adobe Suite, Office Suite, Git, SVN, Lightroom, Blender, L^AT_EX

HOBBIES

Sciences, New technologies, Photography, Music, Cinema, Video games, Sport