

# Rémi Chaignon

## **PERSONAL DETAILS**

### **Address**

2142 Canyon Blvd, apt 206  
Boulder, CO, 80302

### **Phone Number**

303 304 0255

### **Email**

[remi.chaignon@gmail.com](mailto:remi.chaignon@gmail.com)

### **Date of birth**

December 20<sup>th</sup>, 1984

### **Nationality**

French

### **Work Visa**

H-1B (Expires September 2013)

## **CURRENT AND PREVIOUS EMPLOYMENTS**

### ***From July 2010 on***

Position: Augmented Vision Engineer / Mobile Engineer

Employer: "[Occipital](#)"  
Boulder, CO (USA)

Responsibilities: Development of "360 Panorama" for Android  
*Port iOS application to Android, Extensive use of the NDK (C++) and Java*  
Development of "360 Panorama" for iOS  
*UI & In-App Purchase, Objective-C*  
Development of an immersive viewer using the latest web technologies  
*HTML5 & CSS3, WebGL, Flash & ActionScript 3.0*

### ***From December 2008 to June 2010***

Position: Software Engineer

Employer: "[Société de Prestations Internet / Barrière Interactive Gaming](#)"  
Paris (France)

Responsibilities: Development of the 3D view of an online casino game  
*Lua and C++ with GameBryo game engine*  
Link with the artists  
*Integrate new 3D assets, Discuss technical issues*

### ***From November 2006 to November 2008***

Position: Research Associate (full time) / PhD Student (part time)

Employer: "[Intelligent Virtual Environment Lab](#)", University of Teesside  
Middlesbrough (UK)

Responsibilities: Development of a game engine for Augmented Reality: GEAR [1]  
*C++ with Open Source APIs, Marker-based Augmented Reality*  
Development of an art installation: E-Tree [2]  
*C++ with GEAR, Real-time L-Systems algorithms*  
Research papers redaction

Main publications: [1] [A High-level Event System for Augmented Reality, Lugin, Chaignon, Cavazza, ISMAR 2007.](#)  
[2] [E-Tree: Emotionally Driven Augmented Reality Art, Gilroy, Cavazza, Chaignon, Mäkelä, Niranen, André, Vogt, Urbain, Billinghamurst, Seichter, Benayoun, ICM 2008.](#)

## **EDUCATION**

- 2006** Bachelor in Computer Games Programming *University of Teesside (UK)*  
*Modules* Games Artificial Intelligence, Game Physics, Online Games Programming, Advanced Visual Simulation, C++ for Games Programming, Graphical Programming, Game Software Design, Graphical Mathematics, ...
- 2004** French University Diploma in Computer Science *University of La Rochelle (FR)*  
*Modules* Java/C++/C/Assembler Programming, Analysis & Conception of Information Systems, Industrial Systems Programming, Interfacing, Real-Time, Database, Network, Mathematics, ...

## **TECHNICAL SKILLS**

### ***Programming Languages***

C/C++, Objective-C, Java, Lua, Javascript, ActionScript, UnrealScript, ...

### ***Libraries***

Android SDK & NDK, iOS Library, OpenGL/OpenGL ES, DirectX, Unity, GameBryo, UnrealEngine, OpenSceneGraph, OpenDynamicEngine, FMOD, Collada, ...

### ***Tools***

Xcode & InterfaceBuilder, Eclipse, Visual Studio, Ant, Flash Builder  
Git, SVN, Perforce, Atlassian suite

## **ADDITIONAL INFORMATION**

### ***Languages***

- ✓ **French** Mother Tongue
- ✓ **English** Fluent (4 years in England / 1 year in USA)
- ✓ **Spanish** Intermediate
- ✓ **German** Knowledge

### ***Personal Skills***

- ✓ Fast Learner
- ✓ Responsible
  - President of "InterLink" 2008, association of foreign students at the University of Teesside
  - Treasurer of "BDE Info" 2003, computing students' union of the University of La Rochelle
- ✓ Punctual
- ✓ Team Spirit
- ✓ Sportive: Soccer, Squash, Pétanque, Swimming
- ✓ Driver License

### ***Sample Code***

- ✓ On github: <http://github.com/RemiChaignon>