Steve Tonneau

Engineer - Phd Student

Research experience

Since November 2011

IRISA, Rennes, France
Phd

Autonomous locomotion for virtual characters in constrained environments. This thesis objective is to improve the motion autonomy of 3d characters in applications such as videogames. We therefore propose new methods and heuristics to generate the animations that allow them to interact with complex environments in a believable fashion (reaching, climbing tasks...).

Since November 2011

INSA, Rennes, France
Teachings

– Supervising of student projects;
– Functional programming (Scheme);
– Databases;
– Objective Caml programming language.

Engineer experience (3.5 Years)

January 2010 – October 2011

Masa Group, Paris, France
R&T Engineer - Virtual Worlds

Form project : AI-driven animation for 3d characters using the MasaLife AI middleware. Integration with Morpheme animation framework and AI.implant pathfinding solution within technical demonstrations.

July 2008 – December 2009

Masa Group, Paris, France
R&T Engineer - Behavior modeller

Brain project : Artificial Intelligence middleware for serious games.
– Knowledge base designer;
– Maintenance on the decisional engine;
– Behavior libraries design for various demonstrations.

March 2008 – June 2008

Masa Group, Paris, France
Internship - Behavior modeller

Terrain analysis for the military training simulation SWORD. Analysis, synthesis and modelisation of military knowledge.

July 2006 – August 2006

CIRAD, Montpellier, France
Internship - Spatial analysis

Evaluation of the PostgreSQL database system and its PostGIS spatial extension in the context of geographic information system (GIS).

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Education

2005 – 2008	**Engineer – Computer Science** Master's degree *INSA, Rennes, France*	
2005 – 2008	**"Game design and Development"** Abroad semester *RIT, Rochester, USA – games.rit.edu*	
2003 – 2005	**Mathematics and Computer Sciences** deug mias (Two year diploma) *University of Montpellier II, France*	

Computer science skills

Engines	AIimplant (Pathfinding), Morpheme (Animation), MasaLife (AI), Unity, Ogre
Languages	C++, Java, C#, Prolog, Lua, Scheme, O-Caml
Data	PostgreSQL, PostGIS
Version control	SVN, GIT

Communication skills

French	native
English	fluent
Portuguese	good
Spanish	fair

Other

Sports	Rugby, Basket-Ball, Running
Trips	Brazil (3 years), USA (6 months), Canada, Mali, Cape Verde, western and eastern Europe...
Hobbies	Cinema, comic strips, piano, dance (lindy hop)