

**Thomas HULIN**

28 ans

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Résidence Chirico Bât A Appt 17

33400 TALENCE

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<http://thomashulin.github.io/>



Conscientious

Independent

Adaptability

Teamwork

## Others

- Driving Licence
- Office suite :
  - Pack Microsoft Office
  - Open Office
- Languages :
  - English
  - French

## Hobbies

- Reading
- Painting
- Sport
- Cinema
- 3D Programming

## Work Experiences

2012 - 2014

**3D Research and Software Engineer**

Potioc research team, INRIA Bordeaux Sud-Ouest (33).

Development of interaction techniques for improving navigation in 3D virtual cities.

**National Project** : Ville Transparente

**Associates** : Mappy/Solocal Group, Vectuel, Inria.

**Key Words** : 3D Interaction, Positions and Trajectories, Computer Graphics

2009

Web Developer (internship, during 4 months)

Espace Mobil', Guise (02)

E-commerce Website Creation.

## Education

2007 - 2012

**Master degree in Computer Science, with Computer Graphics**

**Speciality - Merit**

Université Bordeaux 1 (33)

## Skills and Competences

**Conducting Research**

Preparation of state-of-art, delivering prototypes, designing and running experiments, proposing new research initiatives

Publication of an article named *A Study of Street-level Navigation Techniques in 3D Digital Cities on Mobile Touch Devices*.

In proceedings of the *9th International IEEE Symposium on 3D User Interfaces (3DUI'14)*, Minneapolis, USA, 2014.

**Software Engineering**

Good knowledge of UML

Svn/Git

**Programming Languages**

**C/C++ : Qt, Multi-thread**

C#/Java

WWW : HTML, CSS, JavaScript, WebGL/Three.js

**Computer Graphics**

**OpenGL 3.0 et +, GLSL, CUDA**

Unity 3D (PC, Android), Irrlicht

Audodesk Maya, Blender