

Education

- 2020-2021 **Second year at ENSIMAG in the Mathematical modeling, vision, graphics and simulation track**, Grenoble, (\approx first year of master's degree in Computer Science).
- 2020 **Bachelor's degree in Mathematics and Computer Science**, *Université Paul Sabatier*, Toulouse.
- 2017 **High school diploma**.

Experience

Internships

- January-August **Efficient sampling of energy transitions in the atmosphere**, *STORM lab, Institut de Recherche en Informatique de Toulouse*.
- 2020 I developed an algorithm to efficiently sample the energy transitions occurring in the atmosphere. It was used to accelerate the convergence of a Monte Carlo estimator of the atmospheric absorption.
Skills: C++, Monte Carlo estimation, algorithmic thinking, independent research
- Summer 2019 **Retina Pictonique project**, *Laboratoire SMAC, Institut de Recherche en Informatique de Toulouse*.
I contributed to the development of an interactive exhibition in partnership with two artists.
Skills: Java, GUI programming, shader programming

Personal projects

- C++ Real-time renderer (OpenGL)
Features: PBR, deferred shading, normal mapping, image-based lighting
<https://github.com/wbrbr/realtime>
- C++ Path tracer
Features: BVH, next-event estimation, multiple importance sampling
<https://github.com/wbrbr/pathtracer>

Skills

Languages: C, C++, Java, Python, GLSL

OpenGL

Tools: git, L^AT_EX

Languages

French Mother tongue

English Professional