
Education

- 2020-2022 **MSc in Computer Science**, *Ensimag*, Grenoble, (Mathematical modeling, vision, graphics and simulation track)
- 2020 **BSc in Mathematics and Computer Science**, *Université Paul Sabatier*, Toulouse

Experience

Internships

- February-
August 2022 **Real-time graphics research**, *Unity Grenoble*
This internship hasn't started yet.
- June-
September
2021 **Lipsync animation generation**, *YAAARGames/ZEILT Productions*
I worked on generating lipsync animation from audio and text. I also helped on a production on rendering issues, pipeline automation, and other tasks.
Skills: C#/Unity, Python/Maya
- January-May
2021 **Part-time research project on real-time GI**, *Maverick lab, INRIA Grenoble*
I implemented a real-time global illumination method based on lightmap interpolation. I was supervised by Cyril Soler (INRIA Grenoble) and collaborated with Laurent Belcour (Unity Grenoble).
Skills: C++, rendering research
- January-
August 2020 **Efficient sampling of energy transitions in the atmosphere**, *STORM lab, Institut de Recherche en Informatique de Toulouse*
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 atmospheric absorption.
Skills: C++, Monte Carlo estimation, algorithmic thinking, independent research
- Summer
2019 **Retina Pictonique project**, *SMAC lab, Institut de Recherche en Informatique de Toulouse*
I contributed to the development of an interactive exhibition.
Skills: Java, GUI programming, shader programming

Personal projects

- C++ Real-time renderer (OpenGL)
- C++ Path tracer
- See my website <https://wbrbr.org> for more details and other projects

Skills

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

Languages

- French Mother tongue
- English Professional (B2 level)