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→ cpp-rendering.io
⊕ github.com/qnope
21 years old
French – Driving license

Antoine MORRIER

Looking for an internship in 3D rendering

Working Experience

2016 Lecturer, Télécom SudParis.

Make complete modern OpenGL courses for engineering student in Télécom SudParis and ENSIIE.

2016 C++/Qt developer, Sprint JE, Medikiosk, a medical touch screen.

Development of a new module to search patient with their birthday.

2015 C++/Qt developer, Sprint JE, Medikiosk, a medical touch screen.

Development of a medical touch screen to make the secretary's job more efficient.

- The development was done in C++ with Qt.
- Database was managed through SQL.
- 2015 Intern, Outscale, Summer internship, discovery of the Cloud.
 - Write an article which explains usefulness of the Cloud.
 - Write documentation about how to Install Hadoop on the Cloud (Cloudera, MapR).
 - Write documentation about how to create a scalable architecture for websites.
- 2014–2015 C++/OpenGL developer, Télécom SudParis, Galaxy-Engine, a 3D engine.

Development of a rendering engine for the first year computer science project, it was able to :

- Render a 3D scene through a Scene Graph.
- Render Global Illumination with Splatting Indirect Illumination.
- Use ambient occlusion and shadow mapping.

Education

Since 2014 Master 2 - Engineering: Télécom SudParis, Évry, France.

High-Tech Imaging, expected graduation in 2017.

2012–2014 Preparatory classe TSI, Alès, France.

Two years intensive program preparing for the national competive exam for entry to engineering schools.

Relevant courswork: Maths, Physic.

Technical Strengths

Language C++ (modern approach) FrameWork Qt and QtQuick

Rendering OpenGL 4+ / Vulkan GPGPU CUDA / GLSL (compute shader)

Photon Mapping, ray tracing Image Snake, Color Space

Languages

French Native English Professionals skills

Chinese Beginner

Interests