Antoine MORRIER
C++ Software Engineer

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30 years old – Driving licence

Experience

2023–Present **Freelance Software Developer**, Montpellier
Modern C++, Qt/QML, Workshops, Training, consulting, and software architecture.
Write C++ and rendering articles on my blog: cpp-rendering.io.

- **SLB (Schlumberger, 2023–Present)**:
  - Designed a compile-time guaranteed thread-safe framework.
  - Refactored core components of Techlog Software.
  - Improved overall performance.
  - Delivered workshops and training sessions to present new modern C++ features and show how they can be applied to make the codebase easier and more efficient.
- **Diagdev: (2025–2 months)**:
  - Bug fixing
  - Analyzed and improved compilation time.

2019–2023 **C++ Software Engineer**, *Diagdev*, Castries
- Worked with modern C++ (C++17) and Qt5 Framework on Hematology-related devices.
- Built a variant-based message communication with the underlying micro-controllers.
- Implemented tools to reduce boilerplate in interactions between C++ code and QML.
- Participated in the development of the blood cell classification algorithm.

Used technologies: C++, Python, QML, Qt, QtQuick

2017–2018 **C++ Software Engineer**, *Ausy / Airbus*, Sophia Antipolis
- Worked on software for search and visualization of tie points and ground control points on drone, aerial, and satellite imagery for 3D modeling and mapping.
- Developed and integrated multithreaded modules, user interfaces, and services for projection between different geodetic systems.
- Developed new track visualization and non-geolocalized 3D model visualization features.

Used technologies: C++, Qt

2017 **Temporary**, *Télécom SudParis*, Evry
- Made and presented a complete modern OpenGL course for engineering students in Télécom SudParis and ENSIIE.

Education

2014–2018 **Engineering student**, *Télécom SudParis*, Evry, France
- High-Tech Imaging: learned about image processing.

Skills

Language	C++ 26, QML, Rust	**Framework**	Qt and QtQuick
Rendering	OpenGL 4+ / Vulkan	**GPGPU**	GLSL(Compute Shaders)
Miscellaneous	CMake, Git		

Interests

Cars	Track driving	**Science**	Maths, Physics