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✉ sim.boye@gmail.com
🌐 ⭘ 🔗 🎮 33 years

Simon Boyé

3D Sofware Engineer

Skills

Highlights

Image synthesis (real-time & offline),   Geometric modeling,   GPU programming

Computer languages

C/C++, GLSL, Python, Javascript, Java, C#, CUDA, HTML/CSS, SVG, XML, LaTeX, ...

Software libraries

OpenGL, Qt, Eigen, SDL2, CGAL, OpenMesh, libIGL

Languages

French (mother tongue),   English (fluent)

Other skills

Game development,   Image processing,   Software architecture,   OOP,   Web development

Experience

November 2015 — March 2018 (2,5 years)

R&D Engineer — ⓕ The Foundry [www.foundry.com]

CAD application development for the garment industry, based on *Modo*
Design of a vector graphic system working on polygonal meshes
Work inside an international team

October 2014 — September 2015 (1 year)

Software Engineer — Inria, Manao team [http://manao.inria.fr/]

Design of a *finite elements* solver to compute *diffusion curves* based images
Development of the *Vitelotte* module (vector graphics) in the *Patate* library [gitlab.inria.fr/patate/patate]
Integration of *Patate* into *Gratin* (GPU image processing application) [gratin.gforge.inria.fr]

October 2009 — August 2013 (3 years + 1 year)

PhD & ATER — University of Bordeaux

Sofware development: Unpublished prototypes (including a *Maya* plugin), *Meshlab* LS³ plugin
Publications: Siggraph Asia 2012, Pacific Graphics 2010
Teaching: Image synthesis, image processing, C++, network, object-oriented programing, ...

Education

October 2009 — December 2012

PhD in computer science, LaBRI, university of Bordeaux

"Hybrid representation for interactive geometric modeling"
Design of a surface representation mixing *subdivision surfaces* and *MLS surfaces*
Design of a *finite elements* solver to compute *diffusion curves* images

September 2006 — June 2009

Master in computer science, university of Bordeaux, *magna cum laude*

Specialties: *Image sythesis* and *geometric modeling*
Master thesis at LaBRI with Gaël Guennebaud: "MLS applied to polygonal meshes"

Interests

Games

Development of my own game engine: ⚡ *Lair* [www.github.com/draklaw/lair]
Game Jams (*Ludum Dare*) [www.draklia.net]
Murder party organization and animation (~50 players)

Musique

Instruments : guitar, piano
Founder and former president of the LaBRUIT (LaBRI's musicians association)