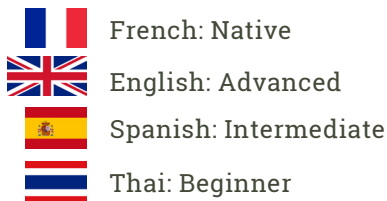


Olivier Meyer



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Chonburi, Thailand
<http://myrograph.github.io>

LANGUAGES



SKILLS

Programming

- React, Redux, HTML5, CSS3
- Javascript ES6
- Gulp, Grunt, npm, Git
- OOP & design patterns
- Unity, C#, GLSL, shaders
- C/C++, OpenGL3, Unreal
- PHP, laravel, MySQL

Generative art

Photoshop, Premiere pro, In-design, After effect, Blender, Touchdesigner, processing, Openframeworks, Resolume Arena, Spout, OSC

Soft skills

Problem solving, Project management, Agile, Design thinking, Creative process

PORTFOLIO

<http://myrograph.github.io>



Creative Technologist

2 years of experience as fullstack and WebGL developer plus various projects ranging from building game engines to designing interactive systems. I am a UX-centric problem solver. Trained both as a designer and an engineer, my multifaceted profile allows me to communicate efficiently with tech teams, art teams and to understand the needs of my clients.

EXPERIENCE

Fullstack and WebGL software engineer

- **Celette Asia-Pacific** - Chonburi (Thailand): 2021 - Present
 - Developed the 'Cameleon' software, a universal jig system configurator for car body repair. React, Redux, Three JS, PHP, Laravel
 - Generated a new revenue stream through software subscriptions

Software engineer intern

- **SmodeTech** - Paris (France): 2020, 8 months
 - Integrated Unreal engine with Smode media server for Real time VFX in XR productions: C++, OpenGL, HLSL
 - Allowed the company to pierce deeper in the cinema / video market

Lead game developer

- **Ubisoft university game contest** - Montreal (Canada): 2020 (3 months)
Game design, implemented Character, Controls and Camera: Unity, C#

R&D Software engineer intern

- **Technicolor Mikros Animation** - Paris (France): 2019 (3 months)
Researched a workflow to accelerate animated film preproduction leveraging Pixar USD file format and Unity game engine

WebGL developer intern

- **Wanadev web and VR agency** - Lyon (France): 2018 (2 months)
Built a 3D product configurator for the web: BabylonJS, NPM, grunt

Creative engineer intern

- **Theoriz digital arts studio** - Lyon (France): 2017 (5 months)
researched XR stage interactions, developed a VR experience and set up an interactive robotic art piece: Unity, C#, Resolume, arduino

EDUCATION

UQAT University - Rouyn-Noranda (Canada): 2019-2020

Master in digital creation (exchange student)

IMAC Engineering school - Paris (France): 2017-2020

Master of engineering in programming, web, multimedia

Digital Campus - Montpellier (France): 2016-2017

Web project management - opqast certified

INTERESTS

electronics
mechanics

teaching
painting

interactive art
realtime graphics
video mapping

VFX
filmmaking

3D math
game engines