

Olivier Meyer



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

LANGUAGES



French: Native

English: Advanced

Spanish: Intermediate

Thai: Beginner

SKILLS

Frontend

JavaScript ES6, Typescript,
React, Redux, HTML5, CSS3

Programming / backend

C++, Python, PHP, laravel,
SQL, Git

3D technologies

Three.js, WebGL, GLSL,
Unity, Unreal, Blender

Design

UI/UX, Creative Process,
Problem Solving

PORTFOLIO

<http://myrograph.github.io>



Creative Technologist

Generalist software engineer with 4 years of experience in real-time 3D visualization and fullstack development. Expert in building interactive tools using modern web technologies and 3D frameworks. Proven track record of meeting technical requirements with intuitive user experiences thanks to a combination of engineering and design expertise.

EXPERIENCE

Software Engineer - Fullstack & 3D specialist

Celette Asia-Pacific - Chonburi (Thailand): 2021 - Present

- Developed a 3D configurator system for automotive repair tools with real-time visualization using Laravel, React, Redux, and Three.js
- Implemented a 3D tracking system with IMU, demonstrating expertise in handling dynamic sensor data
- Created feature detection software for 3D scanned data, matching automotive industry accuracy standards

Software Engineer - Virtual Production

SmodeTech - Paris (France): 2020 - 2021

- Created a real-time remote interface to edit Unreal Engine scenes through Smode media server for virtual production workflows
- Implemented low-latency video feedback system for multiple Unreal Engine render passes

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 3D web product configurator featuring material, color selection and interactive canvas for custom graphics
- Implemented responsive design for cross-platform compatibility

Creative engineer intern

Theoriz digital arts studio - Lyon (France): 2017 (5 months)

- Developed interactive XR stage systems and VR experiences using Unity and C#
- Engineered an interactive robotic art piece using Arduino

EDUCATION

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

Master in digital creation (exchange student)

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

Master of engineering in programming, web, multimedia (IMAC)

Digital Campus - Montpellier (France): 2016-2017

Web project management - opqast certified

Keywords: software engineer, realtime graphics, responsive design, OpenGL, game engines, 3D math, interactive art, video mapping, VFX, Generative art, Touchdesigner, processing, Openframeworks, Spout, OSC, DMX, arduino, Photoshop, Premiere pro, After effect, Agile, fullstack, team player, attention to details, strong communication skills, Tailwind, MUI, Unit Testing, Integration Test, optimize, clean code