

JEAN-BAPTISTE MORICE

Software Engineer

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SUMMARY



I am a software engineer specialized in computer graphics and digital image processing. My main interests are the development of engines and visualization tools in C++.

SKILLS



Programming :

C++ C# Python Java PHP
HTML & CSS

Computer Graphics :

OpenGL GLSL Vulkan Unity

Tools :

Git CMake Conan GitLab
GitLab CI/CD Jenkins SonarQube
Visual Studio

Personal :

Teamwork Communication
Project Management
Agile Software Development

LANGUAGES



- French - Native speaker
- English - Advanced (TOEIC 990/990 - CEFR C1)

INTERESTS



- Music
- Video games : Outer Wilds, A Plague Tale: Innocence, Mirror's Edge
- Board games
- Sports : Cycling
- Travelling : England, Ireland, Germany, Turkey, Czech-Republic

EXPERIENCE



Technical Leader

Siradel

March 2022 - December 2023

Saint-Grégoire, France

Technical oversight of two projects: a 3D visualization software for geographical data and a new similar undisclosed project, both developed in C++ and C#; as well as regular maintenance and evolution work.

Software Engineer

Siradel

September 2019 - March 2022

Saint-Grégoire, France

Maintenance and evolution of a 3D visualization software for geographical data developed in C++ and C#.

Virtual Reality R&D Engineer Intern

B<>COM

March - September 2018

Cesson-Sévigné, France

Studied the possible interactions in virtual reality between synthetic 3D content (produced by a graphic designer) and 3D content captured from reality (photogrammetry, 360-degree photos and videos, etc.), developed demonstrators highlighting the identified technological barriers which could be the subject of new research projects for the R&D laboratory.

3D Rendering Engineer Intern

SOGITEC

June - September 2017

Bruz, France

Assessed the relevance of the Vulkan graphics API as a replacement for OpenGL in a real-time 3D rendering engine. Implemented it on a subset of the engine, evaluated the potential performance gains, and proposed a methodology to perform the API change over the entire engine.

EDUCATION



Engineering Degree

École Supérieure d'Ingénieurs de Rennes (ESIR)

2015 - 2018

Courses: Rendering, Digital Image Processing, Compilation for Digital Imaging, Human-computer Interactions, Image Classification, Video Compression, Computer Vision, Special Effects, Video Games

Two-year University Degree

Institut Universitaire de Technologie de Laval

2013 - 2015

Courses: Algorithms, Data Structures and Programming, Object-oriented Programming, Software Architecture, Databases, Operating Systems, Computer Networks