

Clément Aymard

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3D Software Engineer

PROFILE

Junior software developer passionate about digital pictures and technology.

Looking for a job in a VFX context where both my creative mind and technical skills can be applied to develop innovative applications.

EXPERIENCE

TECHNICOLOR R&I, RENNES, FRANCE 2014
Intern in R&I, Media Computing Lab 6 months

Contribution to **interactive on-set Previz** project, a real-time VFX/video compositing solution. The [FUI Previz](#) is a collaborative project with 9 partners including Technicolor R&I, Ubisoft, Solidanim.

- Interactive features for **virtual camera** (Qt Application and C++ Maya Plugin)
- Previz **configuration assistant** for artists (Python, Qt)
- **Calibration software** for camera tracking from motion capture system (C++ software)
- Prototype of a video-based **camera tracking application** (C++ software)
- **Validation tests** at Louis Lumière Institute (Paris) for real shooting sessions with full staff (director, director of photography, camera operator...)

Technical context:

- **Teamwork** with SVN sources depository and meetings
- **Library** used: Maya API (Mel/Python/C++), OpenCV, JSON, PyQt, ffmpeg, libvlc, NatNet
- **Shooting studio** for development tests

CITYMEO, TOULOUSE, FRANCE 2013
Programmer 2 months

- Multimedia broadcast prototype **conception, development and implementation** in C. Run on a Raspberry Pi to display adapted and smart advertisement.
- Implemented with **developers team**: depository system, compatibility awareness, team work.

EDUCATION

Master Degree of Computer Science and Applied Mathematics – INPT ENSEEIHT 2014

Relevant coursework:

Real-Time and Renderer	Image Analysis	3D Geometry
User Interfaces	Augmented Reality	

Specialization:

Real-Time and Renderer	Grid Computing	Network and Database
Numeric Analysis	Differential Equations	Problem Optimizations

Projects highlights:

- **From pictures to 3D printing (2 months)** – Project Manager and Developer
- **Blender render farm (open project, continuous)** – Developer

Intensive undergraduate course to prepare to INP Engineering Schools – La Prépa des INP 2011

Baccalauréat Scientifique – Equivalent to 'A' levels in Mathematics, Physics and Engineering 2009

SKILLS

Languages	English (TOEIC : 825), French (native), Italian(intermediate), Japanese (novice)
Programming	C/C++, Python, Mel, QML, Java, HTML/Javascript
Software	Maya, Blender, Adobe Premiere/After Effects, Qt, Eclipse
Operating Systems	Linux, Windows, Android
Hardware	OptiTrack, Red One, Sony NX5, Video mixer (Kayak, Blackmagic), DMX controller

HOBBIES

Arts	3D creation. Compositing. Member of a video production school association (short films and live broadcast). Music production and mixing.
Culture	Reading: newspaper, novel. Movies (all kinds). Music : electronic, rap. Video games.
Association	President (1 year) of school association in charge of sound and lights during events.
Sport	Running, mountain bike, football, rugby