

Gautier BOËDA

Gender: Male

Marital status: Single

Born on October 11th, 1993

Nationality: French

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Driving License (B)

EDUCATION

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|-----------|---|
| 2016-2017 | Vulcanus in Japan – Training programme (www.eu-japan.eu/events/vulcanus-japan) 4-month of Japanese classes at The Naganuma School 8-month traineeship at Square Enix Co., LTD |
| 2013-2016 | Master's degree in Computer Science - ENSICAEN – Caen, France Specialized in: Digital Imaging & Multimedia |
| 2015-2016 | Master's double-degree, IMALANG – Research, Image, language and information processing and classification – University of Caen, France |
| 2011-2013 | CPGE MP – Lycée de Kerichen – France - (<i>Intensive two-year university foundation course preparing for the competitive entrance examinations to the highly-selective French Engineering School</i>) |
| 2008-2011 | Highschool diploma (Sciences- Math specialization) (with Honors) – Lycée Bertrand d'Argentré – Vitré, France |
| 2008 | First Aid and CPR Certification |

WORK EXPERIENCES

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| 2017 Jan-Aug | AI Programmer traineeship – Square Enix Co., LTD – Tokyo, Japan <i>Under the supervision of Mr. Eric Johnson</i> Research programmer in the Advanced Technology Division, AI. Working on a Virtual Reality and AI project. |
| 2016 Mar-Aug | Game programmer internship – Force Field VR – Amsterdam, The Netherlands <i>Under the supervision of Mr. Mark Oxenham</i> Development of prototype of Virtual Reality games and experiences. Research work on Virtual Reality. Development of TERM1NAL (VR) https://forcefieldvr.com/projects/play-real-hard/term1nal |
| 2015 May-Aug | Imaging-based Computational Bio-medicine Research – NAIST – Nara, Japan <i>Under the supervision of Prof. Yoshinobu Sato, Prof. Yoshito Otake & Prof. Futoshi Yokota.</i> I worked on a method named "Hierarchical multi-atlas method" to segment the muscles on the hips area without having any manual segmented label of the patient. My goal was to organize, write some automated computation files and improved the method in different ways. |
| 2012-2014 Summer | Waste Management Worker (SMICTOM Vitré – Ille et Vilaine, France) |
| 2010-2014 | Tutoring for schoolboys & high school students – Math/Physics |
| 2011 | Waiter (Restaurant) |

COMPUTER SKILLS

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|-------------------------|---|
| Programming | C, C#, C++, Java (J2EE), Lua, Python, Caml, Embedded, Qt, Android development |
| Multimedia | OpenGL, GLSL, OpenCL, CUDA, VRPN |
| Web Dev | HTML5, CSS3, PHP, JavaScript, Ajax, SVG, Flash, Semantic Web |
| Database | MySQL, PostgreSQL, XML technologies |
| Game engine | Unreal Engine, Unity |
| Image Processing | Vincent (Fujifilm), IRTK, Pandore... |
| Tools | GNU toolchain, Git, Valgrind |
| IDE/Editor | Visual Studio, Eclipse, IntelliJ, Android Studio, QtCreator, Sublime Text |
| | OS Linux, Windows |
| | Documentation Doxygen, Javadoc |
| | Modelisation UML |

LINGUISTIC SKILLS

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| French | Mother tongue |
| Japanese | The Practical Japanese Test (J. TEST) 612/1000 – Rank C (Equivalent JLPT N2) – March 2017 CEFR B2 level certification (Licence #20160665) – December 2016 JLPT N3 – December 2015 |
| English | Fluent (TOEIC 845/990) – June 2014 |
| German | Intermediate (European B1 level) |

PERSONAL/TEAM PROJECTS

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| Company | <p>With REALYZ: Video game engine port to an immersive virtual reality system - Final year of Master's degree project – Team of 2</p> <p><i>Port Tesseract (http://tesseract.gg/), a FPS game, to the Mobilyz (REALYZ's VR platform) (http://www.realyz.com/solutions/mobilyz/). The interactions with the user will be done using VRPN (https://github.com/vrpn/vrpn/wiki) (Tracker Gamepad), while the 3D stereoscopic rendering on the 4 video projectors (3D active) will be made using OpenGL. REALYZ (Virtual reality company) http://www.realyz.com.</i></p> <p>With ADCIS: Image operators implementation and optimization on graphics processor – Junior year of Master's degree project – Team of 2</p> <p><i>Implementation & Optimization done with CUDA & OpenCL alongside to a study of the graphics processor market. ADCIS (Image processing and analysis company): www.adcis.net/en</i></p> |
| School | <p>OpenGL game (TunnelGL) – Team of 4 (Programmer)</p> <p>Board game Framework (EasyGame) – Team of 5 (Team manager & Programmer)</p> <p>A.I. for a 2D car game – Team of 2</p> <p>State of the Art – Virtual Reality and innovation</p> |
| Game | <p>Ludum Dare: Create a game in 48h - 2014 August, December, 2015 April, August</p> <p>One game a month: 2014 October edition.</p> <p>EasyLD: Compatibility & framework layer between 2 Lua game engine Löve2D and Drystal.</p> |
| Software | <p>Chat application</p> |

INTERESTS

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| Sports | Cycling, Swimming, Running, Handball (4 years) |
| Computer | Game Development, Software Development, Web Development and Community management |
| Hobbies | Writing, Reading, Learning Japanese, Japanese animation and playing games |
| Trips | Germany, Spain, The Netherlands, Japan |