

Gautier BOËDA

Gender: Male

Marital status: Single

Born on October 11th, 1993

Nationality: French

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Driving License (B)

WORK EXPERIENCES

2017 Sept- ...	AI Engineer – Square Enix Co., LTD – Tokyo, Japan AI Researcher/Programmer in the Advanced Technology Division. Working on a Virtual Reality, Voice and AI projects.
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, Voice and AI projects.
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.

EDUCATION

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) (<i>with Honors</i>) – Lycée Bertrand d'Argentré – Vitré, France
2008	First Aid and CPR Certification

COMPUTER SKILLS

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

LINGUISTIC SKILLS

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

PERSONAL/TEAM PROJECTS

Company	With REALYZ: Video game engine port to an immersive virtual reality system - Final year of Master's degree project – Team of 2 <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> With ADCIS: Image operators implementation and optimization on graphics processor – Junior year of Master's degree project – Team of 2 <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>
School	OpenGL game (TunnelGL) – Team of 4 (Programmer) Board game Framework (EasyGame) – Team of 5 (Team manager & Programmer) A.I. for a 2D car game – Team of 2 State of the Art – Virtual Reality and innovation
Game	Ludum Dare: Create a game in 48h – 2014, 2015, 2016 One game a month: 2014 October edition.
Software	EasyLD: Compatibility & framework layer between 2 Lua game engine Löve2D and Drystal. Chat application

INTERESTS

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