

IFIC GOUDÉ

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I hope to arrive in Montreal, Quebec, Canada in spring 2023. I am a research scientist in computer graphics, I defended my thesis in May 2021 during which I worked a lot on High Dynamic Range (HDR) rendering and style transfer applied to point clouds. I wish to pursue my professional experiences as a postdoctoral researcher in the domain of computer graphics.

I am currently looking for a postdoc position in the domain of computer graphics

SKILLS, KNOWLEDGE AND QUALITIES

- **Languages:** Fluent French (spoken and written), Fluent English (spoken and written)
 - **Programming:** C, C#, C++, HLSL, GLSL, Python, Blueprint, Java, Javascript
 - **Libraries:** OpenGL, OpenXR, OpenCV, Pytorch
 - **Software:** Unity3D, Unreal Engine, Blender
 - **Personality:** Curious, Pedagogue, Diplomat, Proactive, Efficient, Teamwork
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WORK EXPERIENCES

June 2021 to January 2022: **Research Engineer at the Institute of Research in Computer Science and Random Systems (IRISA) in Rennes, France**

Propose a generic real-time gaze behavior model for virtual characters based on machine learning of visual salience of 3D environments – in submission process

Integrated with Unreal Engine 5: C++, Libtorch, Metahumans

April 2018 to May 2021: **PhD student in computer graphics at the Institute of Research in Computer Science and Random Systems (IRISA) and the University of Rennes 1, France**

Research topic: Rendering of HDR 3D point clouds

- Style transfer between point clouds - published in the Computer Graphics Forum journal (CGF)
- Tone Mapping operator for HDR 3D scenes - published in the Computer & Graphics journal (C&G)
- Tone Mapping operator for 360° HDR images viewed in Virtual Reality headsets - published in the Computer Graphics International conference (CGI) and in the Transactions on Computational Science journal (TCS)

Teaching computer science to students of the Engineering School of Rennes (ESIR)

- Shader programming: OpenGL 4, Vertex and Fragment shaders, Shadow mapping, Differed shading
- Graph theory: Network flow, Route problems, Covering
- Java programming: Object oriented programming, Debugging, UML diagram, Lambda expressions

October 2017 to March 2018: **Virtual Reality research engineer at the Institute of Technological Research (IRT) b<>com in Cesson-Sevigne, France**

Responsible for the visual rendering and performance of a collaborative Virtual Reality experiment in Unity3D
Presented the experiment in national (Laval Virtual) and international (COP23) conferences

September 2016 to September 2017: **3D developer apprentice at the Institute of Technological Research (IRT) b<>com in Cesson-Sevigne, France**

Integrate 3D content and develop interaction and scenario bricks for a collaborative Virtual Reality experience in Unity3D

Learned Unreal Engine 4 and gave a tutorial to colleagues to start the transition to this game engine

INTERNSHIP EXPERIENCES DURING STUDIES OF ENGINEERING IN COMPUTER SCIENCE

16 weeks of internship in 2016: **Trainee engineer in computer science at TECHNICOLOR in Cesson-Sevigne, France**

Develop and evaluate a Tone Mapping Operator (TMO) based on the automatic learning of tone curves produced by artists on a large dataset of HDR images

Integrated in Python: Scikit-learn

16 weeks of internship in 2014: **Trainee technician in computer science at CANON in Liffre, France**

Develop an on-board computing system for traceability for production lines with image recognition (shapes and colors of labels)

Integrated on a Raspberry Pi in Python: OpenCV

TRAINING

2018-2021: **PhD in Computer Graphics, University of Rennes 1, France**

PhD realized in the Institute of Research in Computer Science and Random Systems (IRISA) in Rennes, France

2014-2017: **Diploma of Engineering in Computer Science specialized in Digital Imaging, Engineering School of Rennes (ESIR), France**

12 months training in professionalization contract the last year realized within the Institute of Technological Research (IRT) b<>com in Cesson-Sevigne, France

2012-2014: **University Diploma of Technology in Electrical Engineering and Industrial Computing, University of Rennes 1, France**

AREAS OF INTEREST

- **Video games**: Plays, records podcasts and develops during JAMs (Ludum Dare)
- **Music**: Ableton Live, bass, synthesizer, soundtracks for amateur short films and video games
- **Sports**: Skateboarding, hiking, running
- **Travels**: Central America, Europe
- **Astronomy**