

Olivier HOËL

Home: (+33) 457-398-722
Office: (+33) 476-615-570
e-mail: oliv.hoel@gmail.com
<http://artis.imag.fr/Membres/Olivier.Hoel>

1 Square Le Périer
38400 Saint Martin d'Hères
France

Computer Graphics Engineer

Career objectives: aiming at working in a video game studio as a graphic or tools engineer. Strong skills in real time rendering engine development and optimization, GPU programming, rendering algorithms and image processing.

Work Experiences

Expert Engineer – Research Institute INRIA Grenoble – ARTIS Team

Collaborating with video game studio **Eden Games** (Lyon, France)

Jan. 2008 – Sept. 2011

Grenoble (France)

GENAC project: research and development on **real-time global illumination** for video games: **screen space ambient occlusion and indirect lighting**.

Talk at SIGGRAPH 2010 conference: « *A Fast Deferred Shading Algorithm for Approximate Indirect Illumination* » and will also be published soon in a scientific journal.

GARDEN project: research and development on **real-time foliage rendering** and **procedural generation of terrain** using constraints.

Technologies : C++, OpenGL/GLSL, DirectX/HLSL, Qt4, SVN

Consulting Engineer – Amesys Conseil / Corys TESS

SIDEM / FLEXSIM Project – train simulator: design of embedded GUI, implementation of various software components for train simulators, collaborating with physics engineer, and following customers' specifications.

Oct. 2006 – Jan. 2008

Grenoble (France)

SPRAT Project – military transport simulator: **many improvements on 3D engine**, special effects implementation for **terrain, building and water rendering**; **add new features to level editor**, collaborating with artists.

Technologies : C++, OpenGL/GLSL, MFC, Swing®, Perforce

Research Engineer – Research Institute ATR – KSL Team

e-Nightingale project: software design and implementation to handle communication and monitoring between various kind of sensors.

Dec. 2005 – June 2006

Kyôto (Japan)

Technologies : Java, C, Network communication, Multithread, SVN

Software Engineer – Numicom

April 2005 – Sept. 2005

Majook Project: design of a communication middleware for an innovating game device, collaborating with electronic engineer. Implementation of **several mini-games for demonstrative purpose**, and first **real-time 3D battle game prototype**.

Moirans (France)

Technologies : C++, Java, Quest3D, Flash (AS2)

Education

Engineering course at Polytech'Grenoble, computer science, network and multimedia applications

2002 - 2005

Grenoble (France)

Option « Multimedia »

- Image synthesis, 3D modeling, image processing
- Software design and Object Oriented Programming
- GUI design and Multimedia software
- Project management

B.S in Mathematics and Computer science – Joseph Fourier University

2000 - 2002

Grenoble (France)

French "Baccalauréat" in Sciences – Option mathematic

Juin 2000

Skills & Knowledge

Languages French : mother tongue

English : fluent (TOEIC 815)

Japanese : notions

Programming C++, C, OpenGL/GLSL, DirectX/HLSL, Qt4, STL, Java, XML

Development tools Visual Studio, Eclipse, gDebugger, glslDevil, PIX, Perforce, SVN

Graphic software 3DStudioMax, Adobe Photoshop, Flash

Passions & Personal interests

Games Passionate of **video games**, multiplayer games, board games, card games

Community activities Active member of **Wake-On-Lan** community: LAN Party organization and *Retro-gaming* events **Retro Game Alpes** gathering hundreds of passionate people and onlookers.

Sports Mountain sports (ski, rock climbing, canyoning), Floorball (or Unihockey), martial arts

Computer Graphics Animation movies (2D / 3D), augmented reality

References available on demand