

## Fabrice Guitteny

Age: 22      Marital status: single  
Date of birth: 5th September 1983  
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### EDUCATION AND QUALIFICATIONS

2005-2006	<b>Université Bordeaux I</b> Master's Degree (2 <sup>nd</sup> year) specialized in Multimedia with Synthesis of image and Virtual Reality options
2004-2005	<b>Université des Sciences et Techniques de Nantes</b> Master's Degree (1 <sup>st</sup> year) in Computer Science specialized in Multimedia (honours 2.2 – rank 13/100)
2003-2004	<b>Université des Sciences et Techniques de Nantes</b> Licence Informatique equivalent to a Bachelor's degree in Computer Science
2001-2003	<b>Université des Sciences et Techniques de Nantes</b> DEUG "Mathématiques et informatique appliqués aux sciences" equivalent to two-year university degree in mathematics and computer science

### SPECIAL SKILLS

April - September 2006	<b>Training:</b> Implementation of a detection collision module based on a new approach never implemented within framework of a simulator of drape of garment: Virtual Garment for the company Lectra (Lectra is the world leader in software, CAD/CAM equipment and related services dedicated to large-scale users of textiles, leather and industrial fabrics - <a href="http://www.lectra.com">www.lectra.com</a> )
January - March 2006	<b>Last main project:</b> Conception of a 3D application which compare two methods of subdivision surface in real-time (SIGGRAPH on 2005): the one based on the CPU and the other one on the GPU. Programming of graphics board, use of shaders, study of the GPGPU ( <i>General-Purpose computation one GPUs</i> )
January - May 2005	<b>Research work:</b> Work of study and research concerning the application "Soap". Development C ++ of an allowing software, by storyboards for 2 dimensions, to create the animation 3D corresponding
other projects	<ul style="list-style-type: none"><li>• Conception VRML of interactive 3D maps for assisted navigation.</li><li>• Creation with C ++ and QT of a generator of generalized cylinders (modeller)</li><li>• Programming of a ray-tracing C ++</li><li>• Realization of a game based on graphs in Java</li></ul>
OS	Linux (Mandriva, Debian), Windows 9X, NT, XP
Languages	C++, Java, C, VRML, SQL, PHP, HTML, Pascal, Bash
API & Libs	OpenGL, STL, QT, XML, Shaders (GLSL)
IDE & Softwares	Netbeans, VC++, Dev-c++, Eclipse, Emacs, CVS, Office, OpenOffice, Dia, Blender, The Gimp

### FOREIGN LANGUAGES

French	Native language
English	Working knowledge, good skills, both written and oral
Spanish	Good knowledge

### INTERESTS

Miscellaneous Interests	Driving licence and a car Passionate with new technologies, computer graphics (Blender), sport (football, basketball) and cinema (D.Aronofsky, M.Kassovitz)
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