

# Quentin Huot-Marchand

Graphics Engineer



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## Skills

Proficient with C++ development

Experience with SIMD (SSE, AVX, ...)

Experience with multiple consoles

Studied real time rendering

Strong understanding of GPU

Experienced with GLSL, also worked with HLSL, PSSL

Studied and interested in procedural generation

Really good at popularizing complex concept

Experienced git user

Team player

Good knowledge and usage of UML

## Interests



## Languages

• English : Live abroad for 3+ years

• French : Mother tongue

• Bokmål : Basics (A1)

## Other

• Valid driving license with a car in France

• US Football

• Rock Climbing

• Skiing

## Education

2016 - 2017	<b>MSc., Computer Graphics</b> Lyon, France Spent 2014 school year at <i>University of Calgary</i> (Calgary, Alberta, Canada)	<i>Claude Bernard University</i>
2012 - 2014	<b>BSc., Computer Science</b> Toulouse, France	<i>Paul Sabatier University</i>
2010 - 2012	<b>Technical Degree, Computer Science</b> Perpignan, France High honors	<i>Pablo Picasso High School</i>
2010	<b>Technical Level A</b> Perpignan, France Honors	<i>Pablo Picasso High School</i>

## Experience

January 2021 On duty	<b>Senior Graphics Engineer</b> Trondheim, Norway	<i>Arm Norway</i>
	<ul style="list-style-type: none"><li>• Vulkan driver development<ul style="list-style-type: none"><li>– Support for already shipped GPUs.</li><li>– Implementation of new feature on already shipped GPUs.</li><li>– Development of new GPUs' features.</li></ul></li></ul>	
September 2019		
December 2020	<b>Application Engineer</b> Toulouse, France	<i>Thales</i>
	<ul style="list-style-type: none"><li>• Airspace Control software development<ul style="list-style-type: none"><li>– Specification implementation in C++98</li><li>– Conception and development of a parser and a generator.</li></ul></li></ul>	
April 2019		
August 2019	<b>Application Engineer</b> Toulouse, France	<i>6Mouv</i>
	<ul style="list-style-type: none"><li>• Qualified flight simulator software development<ul style="list-style-type: none"><li>– Plugins development in C++ working with X-Plane (simulation software)</li><li>– Development within multi computer system (&gt;4)</li><li>– I/O software development using Arduino</li></ul></li></ul>	
May 2018		
April 2019	<b>Application Engineer</b> Toulouse, France	<i>Alten</i>
September 2017		
April 2018	<b>Graphics Programmer</b> Paris, France	<i>PopcornFX</i>
	<ul style="list-style-type: none"><li>• Preparing PhD contract</li><li>• UWP integration in the workflow</li><li>• GPU timer integration (D3D11, D3D12, Vulkan, OpenGL)</li><li>• Unity plugin for Nintendo switch</li></ul>	
March 2017		
August 2017	<b>Graphics Programmer (Intern)</b> Paris, France	<i>PopcornFX</i>
	<ul style="list-style-type: none"><li>• R&amp;D for real time particle rendering on GPU</li><li>• PlayStation 4 rendering API integration</li><li>• Switch integration in the workflow</li><li>• Android integration in the workflow</li><li>• Implementing new features</li><li>• Unrolling loop (SSE, ...)</li></ul>	
April 2014		
June 2014	<b>Graphics Programmer (Intern)</b> Toulouse, France	<i>IRIT</i>
	<ul style="list-style-type: none"><li>• Anti-aliasing algorithms Integration in a real time engine :<ul style="list-style-type: none"><li>– SMAA : Enhanced Subpixel Morphological Anti-aliasing</li><li>– FXAA : Fast Approximate Anti-Aliasing</li></ul></li></ul>	

