

Quentin Huot-Marchand

Graphics Engineer

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Skills

Proficient with C++ development

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

Experience with Nintendo Switch and Playstation 4

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 : studied abroad for 8 months
- French : mother tongue

Education

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

Experience

May 2018 On duty	Application Engineer Toulouse, France	<i>Alten</i>
	<ul style="list-style-type: none">• Mission for Airbus Defense&Space (Flying software)<ul style="list-style-type: none">- Conception- Production- Validation	
September 2017 April 2018	Graphics Programmer Paris, France	<i>PopcornFX</i>
	<ul style="list-style-type: none">• Preparing PhD contract• UWP integration in the workflow• GPU timer integration (D3D11, D3D12, Vulkan, OpenGL)• Unity plugin for Nintendo switch	
March 2017 August 2017	Graphics Programmer (Intern) Paris, France	<i>PopcornFX</i>
	<ul style="list-style-type: none">• R&D for real time particle rendering on GPU• PlayStation 4 rendering API integration• Switch integration in the workflow• Android integration in the workflow• Implementing new features• Unrolling loop (SSE, ...)	
April 2014 June 2014	Graphics Programmer (Intern) Toulouse, France	<i>IRIT</i>
	<ul style="list-style-type: none">• Anti-aliasing algorithms Integration in a real time engine :<ul style="list-style-type: none">- SMAA : Enhanced Subpixel Morphological Anti-aliasing- FXAA : Fast Approximate Anti-Aliasing	
April 2014	Personal contribution to Anjuta IDE project	<i>Anjuta</i>
	<ul style="list-style-type: none">• Implement rename feature in the file manager of Anjuta IDE	

Other

- Valid driving license with a car in France
- US Football
- Rock Climbing
- Skiing