

### Experience

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2015 - now  
(9 years)

**R&D Graphics Engineer at Buf Compagnie (Paris)**

Development of in-house generalist VFX software for movies

- Design and implement new features, in close relationship with artists
- Maintain existing codebase, implement automatic testing and checks
- Support productions, help with artists training
- Technological watch and scientific publications implementation

Main fields:

- Lead on 3D modelling
- Lead on QA and DevOps ( CI/CD, dev workflow, monitoring)
- UI software (Qt) and viewport (OpenGL/GLSL)
- Texturing (3D painting, procedural)
- Third-party libraries integration (CGAL, libigl, machine learning, etc)
- Hair design and simulation, clothes design

*Modern C++, Qt, OpenGL, GLSL, Bash, Gitlab, Linux, Python*

2015  
(6 months)

**Research Engineer Intern at Dassault Systèmes (Vélizy-Villacoublay)**

Real-time simulation of deformations in thin materials such as crumpled paper and wrinkled cloth.

*CUDA, C++, Visual Studio, Windows*

2014  
(2 months)

**Developer Intern at INRIA (Grenoble) with IMAGINE team**

Development of a micro-3D-printing software. Qt, C++, C

### Education

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2012-2015

**Computer Science Engineer Master - Grenoble INP - Ensimag**

*National Graduate Engineering School of Informatics and Applied Mathematics*

Major in Imagery

2010-2012

**Classe Préparatoire aux Grandes Écoles MPSI/MP\* (Lycée Pothier, Orléans)**

### Skills

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**Programming**

Modern C++, Qt, OpenGL, GLSL, Python, C, CUDA  
Linux, Bash, Git, Visual Studio, QtCreator

**Graphics**

Personal projects using: Adobe suite, Houdini, Blender, Fusion360

**Languages**

French (native speaker), english (professional and technical)

### Interests

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Art (drawing, painting, photography, printing)  
Cinema, video-games

[sebastientourneux.fr/art](http://sebastientourneux.fr/art)