

Thibaud Lambert

Education

- 2014-today **PhD Student in Manao at Inria**, *Representation and manipulation of highly detailed shapes.*
- 2011-2014 **ENSEIRB-MATMECA**, *Bordeaux Graduate School of Engineering in Computer Science.* (www.enseirb-matmeca.fr).
- 2009-2011 **CPBx**, *a 2 year intensive Math and Physics course in preparation for the entrance of ENSEIRB-MATMECA.*

Publications

- 2015 **Multi-Resolution Meshes for Feature-Aware Hardware Tessellation**, *Eurographics 2016*, Computer Graphics Forum, ([link](#)).

Work experience

- 2015-today **Teaching**, *practicals at IOGS* (www.institutoptique.fr).
 - C++ Programming, 14h.
 - High Performance Graphics Computing, 20h.
 - Numerical Methods, 18h.
 - Geometry Processing, 12h.
- 2014 **Master 2 Internship**, *5 months in Manao team at Inria* (www.inria.fr).
 - Study of hardware tessellation engine.
- 2013 **Master 1 Internship**, *3 months in RunTime team at Inria.*
 - Implementation of Intel MIC support in StarPU (task programming library for hybrid architectures).

Projects

Personal Projects.

- Developing a halfedge mesh library in rust (github.com/Daepso/lwmesh)
 - Rust
- Ludum Dare 30 (Game Jam) : In The Shadows (ludumdare.com)
 - Java, LibGDX
- Developed a small game in Java : Square-loot (github.com/Mathgoat/square-loot)
 - lwjgl, JBox2D

ENSEIRB-MATMECA.

- Implemented an multi-agent application with virtual reality
 - C#, Mogre (wrapper of Ogre3D)
- Developed a tracking GPS system with a web interface
 - Arduino, Apache Tomcat, Google Maps API

Skills

Programming languages.

- C/C++, Java, Python, Rust, L^AT_EX

Graphics skills.

- OpenGL, GLSL, Cuda, Real-time rendering, Tessellation

Languages.

- French : Native speaker
- English : Fairly good command of English (TOIEC 945 level C1)