Alexandre Bléron

PhD in Computer Graphics

Contact

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Languages

French
English
Spanish notions
Japanese notions

Programming

C++, C#, Rust, Lua, x86 assembly
OpenGL/GLSL

Software

CMake, Git, LaTeX

Interests

Computer graphics, shader programming, stylized (non-photorealistic) and artist-directed rendering, procedural generation, C++

Education

2015-2018 **Univ. Grenoble Alpes - Ph.D. candidate in computer graphics** — France

Real-time stylized rendering techniques for 3D scenes.

Goals:

- Be able to use digital painting effects and techniques for the stylization of animated 3D scenes.
- Propose new techniques to increase the range of styles achievable with real-time stylization primitives.

Keywords: stylized rendering, temporal coherence, artistic control.

2012–2015 **Grenoble INP - Ensimag - Master's degree** — Grenoble, France

Followed the Master of Science in Informatics at Grenoble programme (MoSIG). Specialization in graphics, computer vision and robotics.

2010–2012 **Classes Préparatoires aux Grandes Écoles** — Clermont-Ferrand

Preparatory courses. Specialization in physics, mathematics and engineering science.

Experience

Sep-Dec 2017 **MAGIC, NTU – Research internship** — Singapore

Explored new real-time rendering techniques for the reproduction of styles inspired by digital painting, on animated scenes.

Feb-Jul 2015 **INRIA – Research internship** — Grenoble, France

Developed an interactive system for the edition of programmable vector textures, extending the framework proposed by Loi *et al.* (https://hal.inria.fr/hal-01141869).

Jul-Aug 2014 **CGG – Internship** — Massy, France

Developed a standalone version of a seismic imaging algorithm (Reverse Time Migration) for profiling.

Analyzed memory access patterns of the algorithm and its CPU cache behavior. Optimized the implementation for a recent CPU architecture.

Projects

2012–2015 **Student projects**

- Procedural generation of 3D models of fortresses on arbitrary terrains using shape grammars.

Personal projects

- Small rendering engine using a path tracing algorithm.
- Graphics framework on top of OpenGL/GLSL, developed in Rust (work in progress)