

GOMIERO MATTHIEU

JUNIOR GRAPHICS PROGRAMMER

PROFILE

Junior Graphics Programmer

Address : France, Toulouse
Email: matgomiero@gmail.com

Github : [click me](#)
WebSite : [click me](#)
LinkedIn : [click me](#)

Driving Licence and vehicle

SOFTWARE



SKILLS

C, C++, C#, Python, SFML, Optimisation, Design Patterns, PBR, Vulkan, Linear Algebra, R&D, Machine Learning, SSE

HOBBIES

Video Games, Reading(Books, Comics, Mangas), RPG/Tabletop RPG, Board Games

EDUCATION / PROFESSIONAL EXPERIENCE

6 Months Internship - IRIT Storm Team (2022)

Refactoring and optimisation of tree structures and request for point cloud management, Energetic Benchmarks on [G5K](#)

Master Computer Graphics & Image Analysis, Univ Paul Sabatier - CGIA (2020/2022)

Signal Processing, Linear Algebra, Machine Learning, SIMD/SSE, CUDA, Code Optimization, PBR, Animation, Shaders, Calibration

4 Months Internship - [Numix](#) (2019-2020)

R&D on early prototype using ECS in Unity on VR
Serious Game projects on different VR Headset (HTC,Oculus,Valve,...)

Master Programmation [Créajoux](#) (2015/2019)

Game Development, Gameplay, Unity, Unreal, OpenGL/DirectX,Design Patterns, Shaders, AI, Network

Bachelor Degree Engineer's Science (2015)

PROJECTS (more [here](#))

Mocap (2023) - Personal Project Unreal/Unity/C++/C#

- Research and testing on real time full body mocap systems and their use.

Image Classification NN (2023) - Personal Project Pytorch

- Implementation of a tiny NN for image classification with pytorch

Gaussian Splatting (2023) - Personal Project C++

- Playing with recent research papers on Gaussian Splatting

Vulkan Engine (2023) - Personal Project C++/Vulkan

- Project using Vulkan for rendering

CGIA 2st Year Chef d'Oeuvre (2021 - 2022) C++/OpenGL

- [HROC](#), 2021, Lee &al.
- Implementation available [here](#)

CGIA 1st Year Project (2019 - 2020) C++

- Implement KD-Tree in Ponca [library](#)

"DESTRUCTION" (2018) Unreal 4.20,C++

- Physics & Gameplay Programmer
- Race/Arena Derby Style Arcade with dedicated server

["HBEP Elsa's Paradox"](#)(2017) OculusRift, Unity, C#

- VR Portage (InGame Controls, VR Restrictions)
- Gameplay (Physics, Weapons)
- Rendering
- Robo Recall-like

["Shinkou Gaizen"](#)(2016) SFML, C

- AI, Gameplay, Rendering
- Shoot'em up Game