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Auguste BONNIN

20 years of 3D programming

Nationality : French

Situation : Single , exempted from military duty

Age : 40

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EXPERIENCES :

2014-2016 Projet ANR Morphocity , auto-entrepreneur

Development of a set of tools for natural and artificial networks pictures analysis.

2012-2014 Clicmobile , Lead 3D developer

Development of an iOS/OpenGL ES2 3D engine. Development of 3D applications for desktop and mobile (games,sales tools). Development of Unity applications. Développement of mobile AR applications. Natural Interfaces development. Big-data.

2011 Laboratoire de Biologie Intégrative UPMC , Internship

Development of a multithreaded 3D mathematical morphology library.

Development of visualization tools in Java3D and WebGL.

2007-2009 Assystem France , Developer

Missions of programming, administration, diagnostic and studies in an industrial context.

2005-2006 Laboratoire de Géologie de l'Ecole Normale Supérieure, Webmaster

Websites creation, visualization tools for 2D/3D maps.

2005 DHAAP (Mairie de Paris) , Developer

Development of tools for navigation in a Paris GIS.

EDUCATION AND DIPLOMAS :

2010-2011 Master degree in Computer Science, Specialization in imagery, UPMC (Université Pierre et Marie Curie , Paris VI Jussieu) - ENST (Ecole Nationale Supérieure des Télécommunications , Télécom-ParisTech).

1999-2000 Mathematics and Computer Science Engineering , Université de Marne-la-Vallée , 3° year.

1994-95 ESIEE (Ecole Supérieure d'Ingénieur en Electronique et Electrotechnique) 2° year.

KEYWORDS :

C/C++, Java,, ObjectiveC, C#, PHP, Perl, SQL, shell scripts, Z80,68xxx et PowerPC assembly language, Qt, OpenCV, CGAL, OpenNI, OpenGL/U/T, OpenGL ES/2, Java3D, WebGL , Qualcomm Vuforia, Unity 3D, XML, HTML, js, CSS, Matlab, BASIC, Linux, Windows, MacOS, iOS, Android, Arduino , Raspberry Pi, Kinect, Asus Xtion, Leap Motion, MySQL, Oracle, Apache

