



ROBIN DOUSSE

25 Year-old
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Find all my personal projects, details on my career and more on my portfolio:

rodousse.github.io

3D Graphics Engineer

Professional Experience



Surgar Surgery

Augmented Reality for Surgery

October 2019 - Today
Clermont-Ferrand - France

Surgar brings the augmented reality to the operating room for laparoscopic surgery.

- Real-time rendering
- Computational geometry
- Software engineering
- Medical device certification
- Build system
- Development supervision

Tools : C++, Qt, OpenGL, Eigen, CMake, Linux



Substance x Adobe

Material Analysis

March - September 2019
Lyon - France

Substance suite provides procedurally generated materials guided by parameters.

- Statistics/randomized algorithm
- Physically based rendering
- User interface development
- Image analysis

Tools : C++, Qt, Git, OpenGL, OpenCV, Linux, Windows, MacOS



Iristea

Microcontroller UWB

April - September 2018
Clermont-Ferrand - France

An ultra wideband beacon is used to compute distance between automated robots.

- Firmware development
- Ecosystem integration
- User interface creation

Tools : C++, C, Qt, ROS, Git, Linux, Windows



Metaverse Concept

Web App 3D Viewer

March - September 2017
Clermont-Ferrand - France

Development of an API for a 3D Viewer widget using WebGL.

- Client/Server optimization
- Web application conception
- 3D Programming

Tools : Java, BabylonJS, Vaadin, OSGi, Git, Linux, Windows

Skills

Programming Language:

C++ 14 - C - Python

Favorite Libraries:

Vulkan - OpenGL - Qt/QML - Eigen - ImGui

Favorite Tools:

CMake - Neovim - GDB - Renderdoc - Intel VTune

3D Software:

Blender - Substance Suite

Language:

English : Proficient French : Native

Education

Masters Degree

2017 - 2019

Embedded Systems : Signal, Image and Sound Analysis
University of Physics and Engineering - Clermont-Ferrand

Licences Degree

2016 - 2017

3D Real Time & Virtual Reality
Technology Institute - Le Puy En Velay

Bachelors Degree

2014 - 2016

Digital Imaging : Software Development
Technology Institute - Le Puy En Velay

About Me :

- Love **graphics, rendering** and blowing minds stuff
- Definitely passionate by the **video game and VFX** industry
- Spend my free time in **programming and 3D modeling** (See the website in the header)
- **Guitarist** for 6 years in an indie hard-rock / metal band
- Fan of **SciFi and Fantasy** scenarios (movies, series, games,...)