

Mathieu Le Muzic

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French citizen
Age 27

Summary

- Highly motivated and creative software engineer that specializes in computer graphics and GPU programming.
- Team player that works well under pressure and able to conduct research on academic level.
- Thorough knowledge of C++ and C#, in-depth knowledge of GPU programming APIs such as OpenGL, DirectX and CUDA.
- More than five years of experience in computer graphics programming.
- More than two years of experience in programming with Unity3D.

Experience

RESEARCH ASSISTANT | VIENNA UNIVERSITY OF TECHNOLOGY | AUSTRIA **06/2013 - PRESENT**

- Development of new techniques based on GPU computing to interactively visualize and illustrate large and dynamic molecular structures such as entire viruses or cells.

SOFTWARE DEVELOPER | DASSAULT SYSTÈMES 3DEXCITE | GERMANY **09/2012 - 05/2013**

- Development of plugins for DELTAGEN, a software designed for real-time and realistic rendering of CAD models.

MOBILE GAME DEVELOPER | MOBIGAME | FRANCE **05/2011 - 08/2011**

- Multi-platform mobile game development for the production of the title Zombie Tsunami.

Education

DOCTOR OF PHILOSOPHY | VIENNA UNIVERSITY OF TECHNOLOGY | AUSTRIA **06/2013 - 06/2016 (EXPECTED)**

- Computer Science, Visual Computing

MASTER OF SCIENCE | TRINITY COLLEGE DUBLIN | IRELAND **09/2011 - 09/2012**

- Computer Science, Interactive Entertainment Technology

MASTER OF ENGINEERING | QUEEN'S UNIVERSITY BELFAST | UNITED KINGDOM **09/2010 - 05/2011**

- Computer Science, Computer Game Development

BACHELOR OF SCIENCE | UNIVERSITÉ DE RENNES 1 | FRANCE **09/2007 - 05/2010**

- Computer Science

Language Skills

ENGLISH (FULL PROFESSIONAL PROFICIENCY) | FRENCH (NATIVE) | GERMAN (LIMITED WORKING PROFICIENCY)