Pascal Guehl

PhD student in Computer Graphics
(experienced Engineer)

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LinkedIn   Portfolio
ResearchGate   Vimeo   GitHub

Education

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2016-2021   University of Strasbourg
PhD student in Computer Graphics *(MERIT-BASED SCHOLARSHIP)* [in progress]

2015-2016   University Claude Bernard Lyon 1
MRes. Master of Research in Computer Graphics *(1ST RANK, VALEDICTORIAN)*

2004-2005   Arts & Métiers ParisTech (ENSAM)
Advanced Master in Computer Graphics *(TD: Technical Director)* *[Mastère Spécialisé]*

2000-2003   ESIEA (Graduate School in Informatics, Electronics and Control/Automation)
MSc. Master of Science in Computer Science *(GRADUATED WITH HIGHEST HONORS)*

1996-2000   University of Cergy-Pontoise
MSc. Master of Science in Physics and Applications *[Maîtrise – 1 year]*
BSc. Bachelor of Science in Physics *[Licence – 1 year]*
AS. Associate's Degree in Mathematics & Informatics *[Deug – 2 years]*

Work Experience   [more than 10 years]

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2016-2021   ICube research lab (IGG team) and University of Strasbourg
PhD student in Computer Graphics [3 years 7 months] [in progress]
work: texture and material synthesis, procedural generation, GPU computing, real-time, creative AI

2016   AMD (Advanced Micro Devices) and its French start-up Exalt3D
collaboration: LIRIS research lab (Origami team)
R&D intern in Computer Graphics [6 months]
work: real-time denoising of photorealistic rendering (progressive stochastic Monte Carlo rendering, image processing)

2011-2015   INRIA research lab (Maverick team) (National Institute for computer science and applied mathematics)
R&D Engineer in Computer Graphics – Lead Developer [3 years 7 months]
work: GigaVoxels / GigaSpace SDK, sparse voxel octree, massive data visualization and generation, real-time rendering, ray-casting, streaming, procedural generation, GPU Computing

2006-2011   CS Group (Communication et Systemes) and its subsidiary Diginext
IT services company: Visual Simulation & Virtual Reality department
Software Engineer in Computer Graphics – Project Technical Manager [5 years 9 months]
work: 3D real-time virtual globe (GIS: geographic information system), scientific visualization, virtual cockpits, real-time rendering...

Thales Group - subsidiary Thales Training & Simulation (Defense industry: full flight simulators manufacturer)
2005   **R&D Technical Director intern in Computer Graphics** [7 months]
work: particle systems, real-time VFX, GPU computing, Maya
2003-2004 **Software intern in Computer Graphics** [12 months] then **Software Engineer** [1 month]
work: virtual cockpit of Tiger helicopter's flight simulator (international Franco-German-Australian program)

2001   Télécom ParisTech (graduate school) research lab (Multimedia group, Video team) [3 months]
R&D intern in Image Processing - work: adaptative wavelet compression

2000   ENSEA (graduate school) research lab (ETIS lab, Neurocybernetic team) [3 months]
R&D intern in Image Processing - work: object recognition (AI, neural networks)

1999   SKF Equipements   (R&D office)
R&D intern in Applied Physics [2 months] - work: mechanical simulations

Other Information

Human Skills: adaptability, love to learn, hard-working, problem solver, open minded, team spirit, self-motivated, pro-active, reliable, passionate, curious

Technical Skills: computer science, computer graphics, software engineering, object-oriented programming, 3D programming, GPU Computing, GUI, profiling, debugging, optimization, software configuration management, bug tracking, R&D, tools...

Artistic Skills: guitarist (> 30 years), computer music, composer (songwriter), beginner: bass, piano, drum
2020-2021 Electronic Music Producer (90h: Ableton), 2004-2007 Bachelor of Music (Musicology) (audited courses)

Student volunteer *(conferences)*
2020   PIDS (Paris Images Digital Summit) - **VFX industry -** 29 to 31 January 2020, Enghien, France
2019   EGSR (Eurographics Symposium on **Rendering**) - 8 to 12 July 2019, Strasbourg, France