

Thibaud Lambert

Education

- 2014-today **PhD Student in Computer science**, *Representation and manipulation of highly detailed shapes*, Inria.
- 2011-2014 **ENSEIRB-MATMECA**, *Bordeaux Graduate School of Engineering in Computer Science..*
- 2009-2011 **CPBx**, *a 2-year intensive Math and Physics course in preparation for the entrance of ENSEIRB-MATMECA.*

Publications

- In progress **A View-Dependent Metric for Patch-Based LOD Generation & Selection**, *T. Lambert, P. Bénard, and G. Guennebaud*, to be submitted.
- 2016 **Anisotropic LOD selection for Hardware Tessellation**, *T. Lambert, P. Bénard, and G. Guennebaud*, "29ème journées de l'AFIG", Grenoble.
- 2015 **Multi-Resolution Meshes for Feature-Aware Hardware Tessellation**, *T. Lambert, P. Bénard, and G. Guennebaud*, Eurographics 2016, Computer Graphics Forum 35.

Work experience

- 2015-today **Teaching**, *practicals at IOGS (www.institutoptique.fr)*.
 - C++ Programming, 40h.
 - High Performance Graphics Computing, 30h.
 - Numerical Methods, 26h.
 - Geometry Processing, 32h.
- 2014 **Master 2 Internship**, *5 months in Manao team at Inria*.
 - Study of hardware tessellation engine.
- 2013 **Master 1 Internship**, *3 months in RunTime team at Inria*.
 - Implementation of Intel MIC support in StarPU (task programming library for hybrid architectures).

Projects

Personal Projects.

- Developing a halfedge mesh library in Rust (github.com/Daepso/lwmesh)
- Game Jam
 - Ludum Dare 39 (Compo) : Power Defense (C#,Unity)
 - Ludum Dare 30 (Jam) : In The Shadows (Java, LibGDX)
 - Ludum Dare 29 (Jam) : Live Not On Evil (Java, LibGDX)
- Developed a small game in Java : Square-loot (github.com/Mathgoat/square-loot)

ENSEIRB-MATMECA.

- Developed a tracking GPS system with a web interface
 - Arduino, Apache Tomcat, Google Maps API

Skills

Programming languages : C/C++, Java, Python, Rust, Matlab, L^AT_EX

Computer Graphics skills : OpenGL, GLSL, Cuda, Real-time rendering, Tessellation

Others : Unity, Blender, Qt

Languages.

- French : Native speaker
- English : Fairly good command of English (TOIEC 945 level C1)