Dr. Yoann Weber
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Check out my website:
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(UK)

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Exeter Close
13 Roedean House
Watford, England
WD24 4BP
United Kingdom

Dr. Yoann Weber
Graduate Research Engineer
Imagination Technologies, UK

About Me: Doctor in Computer Graphics, I'm working as a Research Engineer at Imagination Technologies, United Kingdom.I'm currently **looking for a job as Technical VFX artist** . My research focus as PhD student was on rain rendering in real-time. I used **Unreal Engine 4** and **shaders** to implement my papers and produce results in complex natural outdoor scenes. Contact me by email if you have any questions, or if you have interesting professional opportunities as technical VFX artists in London and surroundings.

Desired job: **Technical VFX artist** (Shaders, UE4, Post-process effects)
Desired work location: London and surroundings

Education

2013 - 2016, Phd in Computer Graphics
Highest honours
University of Limoges, France

2012 - 2013, Master of Science in Computer Graphics
Highest honours, Head of the class
University of Limoges, France

2010 - 2013, Master of Engineering in Computer Science
Highest honours, Head of the class
Institut d'Ingénierie Informatique de Limoges, France

Experience

Since Oct 2016, *Graduate Research Engineer*, Imagination Technologies, UK
Part of a research team to developp new 2D/3D graphics technologies, and improve the existing ones.

Oct 2013 - Sept 2016, *Sessional lecturer*, University of Limoges, France
Courses: Algorithm, C/C++, Assembly language

May - July 2012, *Training period in web development*, ConsonanceWeb, France
Competencies: Agile software development, adaptability, team work

Conference Talk

2016, *Oral Presentation*, Eurographics Symposium on Rendering
Presented *A phenomenological model for throughfall rendering in real-time*
Ireland, Dublin, Trinity College

International collaboration

Collaboration with a Japanese researcher
Collaboration with Kazuki Nanko, Japanese Ecohydrologist in the Forestry and Forest Products Research Institute, Japan, to develop our phenomenological model for throughfall rendering.

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Publications

2016, *A phenomenological model for throughfall rendering in real-time*
Journal: Computer Graphics Forum
Volume 35 - Issue 4

2015, *A multiscale model for rain rendering in real-time*
Journal: Computers & Graphics
Volume 50, August 2015, pages 61-70

Scholarships and Certificates

2013, *Merit scholarship*

2012, *Test of English for International Communication (TOEIC)*
Scored 815 out of 990

Software / Development Skills

Programming
- C/C++
- HTML/CSS
- jQuery
- GLSL/HLSL
- PHP
- Python
- OpenGL/Vulkan
- Javascript

Computer Software
- Unreal Engine 4
- Visual Studio
- Gimp
- Perforce
- Matlab
- Jenkins

Operating System
- Windows
- Linux

Languages

French
Mothertongue

English
Fluent

Linguistic Periods

2012, *Scotland,* **Edinburgh**
3 weeks

2011, *Ireland,* **Dublin**
9 weeks

Interests

Professional
Computer Graphics, real-time, software development

Personal
Technology, video games, programming, reading, travelling