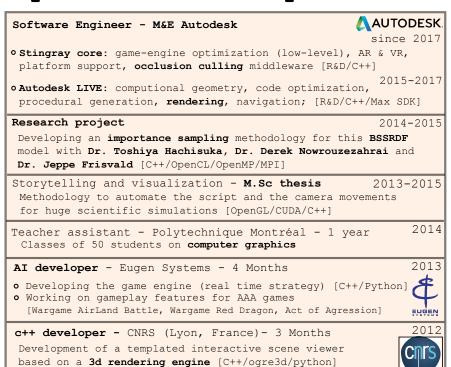
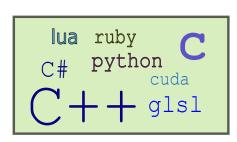
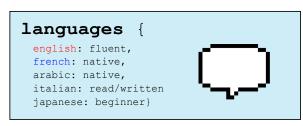
3d & 2d computer graphics computational geometry low-level optimization virtual & augmented reality

anis benyoub { paris, france, (+33) 6 52 78 80 94, benyoub.anis@gmail.com, http://anisb.github.io/index.html, https://github.com/anisb}

professional experience









education

https://github.com/DGtal-team/DGtal

2009		20	13 2015
high school	INSA Lyon M. Eng		Polytechnique Mtl M.Sc A
math engineer sci.	Sci. background	Computer science	Computer graphics
	1st & 2nd years	3rd & 4th years	2 years

Technical background Project managment Software engineering

Advanced computer graphics (A*) Virtual reality (A) Geometry modelisation and viz(A*) Parallel computation (A) Subjects in computer graphics (A*) Rendering (A*)

community work {

tedxinsa, // ideas worth spreading jv@insa, // gamejams, conferences etic} // junior enterprise



hobbies {

open-source, piano, photography,
rugby, video-making, video-games}







personal projects

odonut: real-time rendering engine [opengl, vulkan, multi-thread, dcc-tools]

o field: design and develop an independent network-based cooperative game involving video game developement team. [love2d, lua, GLSL]

o stickman: design and develop a 3D, network multiplayer first person shooter

[c++, python, ogre3D, sfml, bullet, blender]



- o walk-around: offline rendering engine (PT, BPT, PM, PSSMLT, AO, etc.) for various mediums (BSDF, BSSRDF).
- o freebird: airplane simulator in VR for the CAVE. [osg, VR, c++]
- o Creating several games during game jams (~12 games) [Lua Java Python].

