

# NOLAN MESTRES

French holder of a Master's degree  
in Computer Graphics & Image Analysis

## Currently seeking a Ph. D. position in the field of Computer Graphics.

My main research interests are spectral rendering & expressive rendering. I am very enthusiastic about mixing science and art in my work.

### SKILLS

C/C++  
OpenCL  
OpenGL  
Java  
Shell scripting  
Sysadmin basics  
LaTeX

### SOFTWARES

MATLAB  
Unity  
Git  
Linux environment  
QtCreator  
WinDev  
GIMP

### LANGUAGES

French: native  
English: C2 level  
Japanese: intermediate  
Polish: basics

### INTERESTS

Scribbling, writing storylines,  
playing chess and video  
games, while traveling on  
ice skating blades.

### EDUCATION

- 2017 - 2018 - **Master's degree in Computer Graphics & Image Analysis** at Paul Sabatier University (Toulouse, France)
- 2015 - 2016 - Bachelor's degree in Computer Science (rank 18/109)
- 2014 - Technology University degree in Computer Science
- 2011 - 2013 - 3 years studying towards a Bachelor of Arts in Japanese - Language, Literature & Foreign Civilisation
- 2008 - 2010 - High School Leaving Certificate in Sciences - Passed with honors

### EXPERIENCES

- Mar. - Aug. 2018 - **Research Internship at the National Institute of Informatics in Tokyo, Japan**, working on the « *Rendering of fluorescent materials using spectral path tracing* » (master thesis)

Technical skills: C++, LaTeX, implement research papers algorithms, CMake, Qt, Linux environment

Soft skills: scientific culture in diverse fields, ability to read, understand and review research publications, communication through meetings and presentations

- Feb. - Jul. 2017 - **Erasmus Exchange Program in Krakow, Poland** for the second semester of my first year of Master level, in the field of Computer Graphics and Image Analysis.

Technical skills: Matlab, OpenCL, OpenGL

Soft skills: english comprehension, communication, speech fluency

- Apr. - Jun. 2016 - **Mentored Research Work in Computer Graphics** working on the « *Addition of brushstrokes control functionalities in an animated paintings creation software / Outlining of brushstrokes to provide readability* »

Technical skills: C/C++, OpenGL, GLSL, CMake, Qt, Linux environment

Soft skills: personal involvement, curiosity, autonomy

- Feb. - Jun. 2014 - **Leading of the TU degree year-end group project** during which we created a project manager software.

Technical skills: WinDev, Java, Office Suite

Soft skills: communication, teamwork, mediation