

# Barthélemy Paléologue

Looking for an internship as a computer graphics engineer



## Education

### Master's Degree at Telecom Paris [↗](#)

September 2021 to July 2024 in Paris


Generalist training specialized in **computer graphics** and **data science** in the **best French school** in the digital field.


### Scientific preparatory class


September 2019 to June 2021 in Nantes


Generalist intensive scientific training in **Maths, Physics and Computer Science**, followed by the competitive exam to enter an engineering school.

## Contact

 Palaiseau, France

 [+33 6 37 29 67 37](tel:+33637296737)

 [Online portfolio](#)

 [barth@paleologue.fr](mailto:barth@paleologue.fr)

## Skills

### General

Git (6 yrs)

Soft skills

Accessibility (3 yrs)

CSR issues (2 yrs)

### Graphics

WebGL BabylonJS (8 yrs)

D3.JS, Altair, Tableau (1 yr)

OpenVDB C++ (1 yr)

### Programming

HTML, CSS, JS (9 yrs)

C, C++, Qt (5 yrs)


React, Typescript (4 yrs)


Webpack (3 yrs)


Rust, WebAssembly (2 yrs)


Java, Kotlin (2 yrs)

## Languages

 French (Native)

 English (C1)

 Japanese (B1)

 Spanish (A2)

## Hobbies

Piano (5 yrs)

Recorder (10 yrs)

Jogging

## Experience

### Birth Name Popularity Visualization [↗](#)

June 2023 at Telecom Paris

- ▶ Creation of an **interactive map of France** with **D3.JS**
- ▶ **Optimization** of data for **instant interactions**
- ▶ **Teamwork organization** with **Git** and **soft skills**

### 3D Fluid Simulation and Rendering Pipeline [↗](#)

April 2023 - June 2023 at Telecom Paris

- ▶ 3D fluid simulation in **C++** based on a **research paper**
- ▶ Use of the **OpenVDB** library for volume transformation
- ▶ Use of **Blender Cycles** for the final rendering
- ▶ Use of **soft skills** to facilitate **teamwork**

### Research Internship at LS2N [↗](#)

August 2022 in Nantes

- ▶ **Agile method cooperation** with a researcher
- ▶ Design of an interactive visualization with **Pygame**

### Procedural Universe [↗](#)

June 2021 - Today

- ▶ Use of **Rust** and **WASM** for maximum performance
- ▶ Design of visual effects in **GLSL** (atmosphere, clouds...)
- ▶ Modeling of objects on **Blender**

### Java Maze Solver Application [↗](#)

October 2021 - March 2022 at Telecom Paris

- ▶ Intuitive and versatile GUI with **Swing**
- ▶ Maze generation based on **Prim's algorithm**