ASTRE Henri

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Single
French

R&D Computer Vision Engineer

EDUCATION

2004-2007 — **ENSEIRB Engineer Degree, Computer Science**
ENSEIRB Graduate School of Computer Science, Bordeaux

2002-2004 — **Preparatory classes, Physics and Sciences**
Lycée Déodat de Séverac, Toulouse

2001-2002 — **High School diploma, Maths, Physics and Sciences**
Lycée Val-de-Garonne, Marmande

WORK EXPERIENCE

Sept. 2011 — **acute3D (Sophia Antipolis, 06)**
R&D Project manager: acute3D
- computer vision research in structure-from-motion

Nov. 2007 — **3 years 9 months – AXYZ-Images (Bordeaux, 33)**
R&D Computer Vision Engineer : axyz-images
- research in augmented reality
- real-time 3D development using Ogre3D
- production tools for Autodesk Softimage XSI

Feb. 2007 — **5 months - ERIM (Puy-en-Velay, 43)**
Enseirb last year internship :projet Catopsys
- develop tool to generate 3D mesh in C++
- mesh was enhanced using colorimetric and geometric constraints
- Delaunay triangulation using CGAL library

REALIZATION

Personal computer vision projects :

SFMToolkit[1], PhotoSynthToolkit[2], outdoor 3d markerless tracking[3]

Personal projects created using Ogre3D:

GPU-Surf[4], Ogre::Cuda[5], Ogre::OpenCL[6], Ogre::Canvas[7]

Web development:

Timeline demo[8], Html5 Virtual Tour[9], PhotoSynth WebGL viewer[10]

LANGUAGES

French — Native speaker
English — Read, written and spoken

TECHNICAL

Languages — C, C++
Web — PHP, MySQL, XML, XHTML, CSS, JavaScript
Field of interest — Real-time rendering, GPGPU computing, augmented reality, structure from motion

ACTIVITIES

Bike, music, movies

[1]: structure from motion toolkit (Bundler)
[2]: structure from motion toolkit (PhotoSynth)
[3]: outdoor 3D tracking for augmented reality
[4]: GPU accelerated version of Surf
[5]: integration of Cuda with Ogre3D
[6]: integration of OpenCL with Ogre3D
[7]: 2D API for Ogre3D based on Html5 Canvas
[8]: multitouch GUI demo
[9]: Html5 Virtual Tour
[10]: PhotoSynth WebGL viewer