

Adrien MAGLO

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Software Engineer, Ph.D.

Skills:

Computer engineering: Parallel programming, Linux, databases, 3D computer graphics, scientific visualization.

Programming languages: C, C++, Python, JAVA, PHP, SQL, LaTeX, XHTML/CSS.

Programming frameworks: Android SDK and NDK, Qt, OpenGL, Allegro, Django.

Mathematical tools: Digital signal processing, images, video and meshes compression.

Hardware: Digital and analog electronics, micro-controllers, robotics.

Education:

2010-2013: **Ph.D. in Computer Science** at **MAS Laboratory, Ecole Centrale Paris**.

Subject: Progressive and Random Accessible Mesh Compression.

Propositions: Three new 3D mesh compression algorithms, a polygon mesh simplification method and a framework for streaming scientific visualization meshes.

Results: four publications in international conferences and journals, one compression algorithm released in open-source.

2006-2009: **Master of Science (Diplôme d'ingénieur)** at **Ecole Centrale Paris** (highly ranked French engineering university).

General engineering courses with a major in electrical engineering and computer science.

2004-2006: **Preparatory classes for highly ranked engineering universities** at Lycée Richelieu, Rueil-Malmaison, France.

Intensive maths, physics, electrical engineering and mechanics courses.

2003 -2004: **Technical high school diploma** at Lycée Richelieu.

Major in mechanics and industrial automation.

Work experiences:

June 2008 to now: **VLC media player developer** in the **VideoLAN project**, France.

Programming of new features in C and C++ (video filters, displaying of TV program tables, media library...), maintenance fixes, Android portage in C and JAVA...

2011 and 2012: **Visiting academic** at **Cardiff School of Computer Science and Informatics**, United Kingdom

Two internships of three months to develop new algorithms for 3D mesh compression.

May to November 2009: **Intern** at **EDF R&D** (first French electricity provider), Clamart, France.

Study of images and video compression standards to encode scientific visualization image streams. Prototyping of a lossless and real-time compression algorithm for remote desktop applications.

July to August 2008: **Intern** at **MAS laboratory** (Mathematics Applied to Systems), Ecole Centrale Paris.

Development of a prototype based on VLC Media Player for collaborative scientific visualization with a display wall and a graphic cluster.

June to July 2007: **Intern** at **Biochrom** (company in the biotechnology field), Cambridge, United Kingdom.

Production and quality control of chemicals. Design of a python application generating documentation Web pages.

July 2005: **Intern** at **Stein-Heurtey** (industrial engineering company), Évry, France.

Graphic simulation design in C of steel industrial installations. Technical documents filing.

Languages:

French: mother tongue.

English: fluent.

Spanish: beginner.

Personal interests:

Open source and free software development, startup environment, robotics, jogging, jazz guitar.