

## Education

- 2013–2016 **PhD student in Computer Science. Supervised by Sylvain Lefebvre**, *Synthesis of Fabricatable Shape from Partial Specifications*, INRIA Nancy.
- 2011–2013 **Master degrees in Computer Science**, *Shape Recognition, Machine Learning, Neural Network*.
- 2008–2011 **Bachelor of Computer Science**.

## Projects

*During my PHD (2013–2016)*

**Development** I developed software techniques in C++ and OpenGL that modify the 3D printing process to improve the appearance of 3D printed models. I implemented a technique that simplify modelling for 3D printing. Those techniques were developed under Linux and are implemented in IceSL (<https://members.loria.fr/Sylvain.Lefebvre/icesl/>)  
I implemented computer graphics algorithms such as ambient occlusion and soft shadows in research prototypes

**Research** I published my researches at conferences such as SIGGRAPH or Eurographics. I started an informal collaboration with researcher at University College London which leads to a publication to a journal. More information on my publication at <http://www.texelmancy.net/jhergel/>

**Teaching** I taught algorithm and programming in Java and Python and video games programming with Unity. I taught Network system and security to undergraduate students.

**Science Fair** I hosted booths at different science fairs where I explained my research to non-scientist. I presented 3D printing technology to undergraduate, high school and middle school students

## Skills

### Computer Science

- Programming (C++, Java)
- Scripting (Python, Lua)
- Computer Graphics (OpenGL, GLSL)
- Network System
- Machine Learning

### Mathematics

- Statistics and Probability
- Optimization Techniques
- Linear Algebra

### Languages

- French(Native), English(Fluent)

## Hobby

**Martial Arts** Jiu-jitsu and Judo since 2010 in Nancy

**Music** Guitar player since 2003 with several bands : Pop-Rock, South-American Music.

**Gaming** Pen And Paper Games, Video Games, Trading Card Games