

*PhD Candidate
in Computer Science*

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SKILLS

GLSL
OpenGL
Gratin
Unreal Engine
LaTeX
C / C++
Python, MATLAB
Linux systems

LANGUAGES

French, native (C2)
English, fluent (C1)
Japanese, intermediate (B1)

WORKING EXPERIENCE

PhD Candidate in Computer Graphics 2019-2022
Maverick, LJK, Grenoble, France

My goal was to provide artists with novel lighting tools to enhance our perception of physical properties (shape, depth) in rendered images.

Computer Graphics Engineer 2019
Absolute Software, Hamburg, Germany

I worked on a VR application for the employees of the Hamburg Port Authority using Unreal Engine. I also worked on networking and visualization features.

Research Engineer Internship 2018
National Institute of Informatics, Tokyo, Japan

I studied the rendering of fluorescence under the supervision of Imari Sato and developed a spectral path tracer.

EDUCATION

PhD in Computer Science 2019-present, expected grad. Dec. 2022
Grenoble Alpes University, France

MSc in Computer Science 2016-2018, graduated
Toulouse III - Paul Sabatier University, France
AGH University of Science & Technology, Poland

BSc in Computer Science 2014-2016, graduated
Toulouse III - Paul Sabatier University, France

Technical Degree in Computer Science 2013-2014, graduated
Toulouse III - Paul Sabatier University, France

Towards a BA in Japanese Language, Literature, and Foreign Civilization 2010-2013, 3rd year
Toulouse II - Le Mirail University, France

PUBLICATIONS

Journal Articles

A Stylistic Study of the Hand-Painted Winter Panorama Maps of Pierre Novat 2022
Nolan Mestres
Cartographic Perspectives, 10.14714/CP100.1753

Local Light Alignment for Multi-Scale Shape Depiction 2021
Nolan Mestres, Romain Vergne, Camille Noûs, Joëlle Thollot
Computer Graphics Forum, Eurographics, 10.1111/cgf.142656

TEACHING

Algorithmics & Functional Programming 2020
To 1st years of BSc in Computer Science