

Julien Verneuil

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Education

Duke University

IMAGE AND VIDEO PROCESSING (88,5 / 100)

MOOC

Feb 2013 – Mar 2013

Princeton University

ALGORITHMS, PART I & II

MOOC

Jan 2013 – Feb 2013

Experience

Habiteo

R&D 3D ENGINEER

Paris, France

Nov 2018 – Present

Calexium

WEB DEVELOPER

Avon, France

Nov 2015 – May 2018

- IT infrastructure manager
- Front / back-end development of intranet, products landing pages, e-commerce software (Prestashop PHP module)
- JavaScript libraries development (Kanban, UX, captive portal)
- Developed / maintained distributed e-mailing software (Python, Twisted, Angular)
- Embedded software development
- E-mailing
- Packaging

Skills

Programming languages: JavaScript, C, C++, GLSL, Python, Assembly (x86, Z80)

Web: Vue.js, Vuetify, WebGL, WebAudio, Three.js, CSS, Node.js, WebPack, NGINX

Database: MongoDB, MySQL, SQLite, Redis

System administration: Unix (FreeBSD, Debian, Ubuntu), Ansible

Tools/libraries: Docker, Blender 2.x, Inkscape, The Gimp, VS Code, OpenGL 4, OpenGL ES

Virtualization: ProxMox VE, VirtualBox, VMWare

Project management: Git, Gitlab, Jira

SEO: Matomo, Serposcope, GoAccess

Monitoring: Zabbix

Projects

fsynth

REAL-TIME COLLABORATIVE CROSS-PLATFORM AUDIOVISUAL LIVE CODING ENVIRONMENT

JS, WebGL, WebAudio

www.fsynth.com

fas

DISTRIBUTED OSCILLATOR BANK / SPECTRAL SYNTHESIZER

C, WebSocket

<https://github.com/grz0zrg/fas/>

fbg

LIGHTWEIGHT GRAPHICS API AGNOSTIC 2D LIBRARY WITH PARALLELISM SUPPORT

C

<https://github.com/grz0zrg/fbg>

art

GENERATIVE ART AND SIZECODING / DEMOSCENE PROJECTS SINCE 2018 WITH NOTABLE DISCOVERIES

JS, Python

www.onirom.fr/compart.html

wui

COLLECTION OF GUI WIDGETS WITH INNOVATIVE FEATURES

JS

<https://github.com/grz0zrg/wui>

ktron

FAST-PACED 3D RACING GAME ON A CUBE

JS, Three.js, Apache Cordova

<https://github.com/grz0zrg/kTron>