jean-philippe grenier

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Personal Details

DATE OF BIRTH: 06/09/1978
NATIONALITY: Canadian / New Zealander

Qualifications

Bachelor of Science (Honours) in Computer Science	University of Otago (2002-2005)
Diploma in Computer Graphic Design	Collège Salette, Qc, Canada (1998-2000)
American Field Service (AFS)	Waitaki Boys High School, Oamaru (1996-1997)
High School Studies Diploma	Polyvalente Le Boisé, Qc, Canada (1991-1996)

Employment History

TECHNICAL ARTIST STRAYLIGHT STUDIOS (2006-2007)

- Lead reviewer of 3D/Game engines which resulted in the adoptation of Emergent's game engine **Gamebryo**
- Responsible for all animation data (Motion Captured and Keyframed) for the serious game **The Kitchen**
- Lead technical artist during the production of a series of educational books for children
- Quickly became a trusted and valued member of a talented team sharing the passion of creating high quality interactive applications

INTERACTIVE APPLICATION DEVELOPER SELF EMPLOYED (2002-2005, Summers)

- Developed strong sense of product value through client quoting and negotiation
- Delivered specialised educational solution in the health science sector

PRINT / WEB DESIGNER TAYLORMADE INTERACTIVE (2000-2001)

- Produced multimedia solutions using Adobe's set of applications
- Managed design projects in their entirety, from early briefs to finished products to client training and follow ups

Relevant skills and experiences

PROGRAMMING LANGUAGES (AND LIBRARIES)

★★★★★ : C++ (And the Maya API) / Mel / C#
★★★★☆ : Gamebryo Engine / DirectX / Java / Matlab / SQL / HTML
★★★☆☆ : OpenGL / Prolog / Shell Scripting

APPLICATIONS

★★★★★ : Maya / Photoshop / Illustrator / Flash
★★★★☆ : Cinema 4D / CSG Mirage / Final Cut Pro

COMPUTER GRAPHICS KNOWLEDGE

- Strong knowledge of algebra, calculus and their applications to computer graphics (especially in the fields of raytracing, rendering, and fluid dynamics)
- Proficient with the Maya software package both as an end user and as a plug-in developer
- Proficient with the management of motion capture data
- Involved in the computer graphics community. I love to read and implement interesting graphics papers

PROBLEM SOLVING

- Developed strong problem solving skills through computer and mathematics studies
- Applied theory knowledge by participating in programming contest practices and competitions for the Otago University programming team
- Developed positive problem solving attitude while frequently working under tight deadlines

TEAMWORK AND COMMUNICATION SKILLS

- Experienced as a mediator between 3D artists and programers
- Experienced at communicating concepts to clients and team members in an honest and comprehensible fashion
- Remain calm and able to deliver under high pressure situations and short time frames
- Sound speaker in French and English

Awards and Achievements

2005 Became a New Zealand citizen
2005 'A+' average in honours year of Computer Science
2004 Member of the Otago University Team, placed second in the NZ Programming Contest, (first in the South Island)
2000 Recipient of the **Québec Lieutenant Governor's Award** for study performance and community implication while studying at Collège Salette
1995 Represented my province as a member of the Badminton AAA Québec Team

Interests

SCIENCE Enjoy learning and applying theory of vector calculus and Newtonian dynamics to produce animations and interactive applications
ART Cinema, sketching, animation and clay modelling
SPORTS Currently in a basketball league and a regular badminton player

Referees

Prof Geoff Wyvell

Senior graphics lecturer
Department of Computer Science
University of Otago
geoff@cs.otago.ac.nz (subject: Honestly for Geoff)
Tel (+64) 3 479 8449

Dr Alexis Angelidis

Technical Artist
Pixar Studios
silex@pixar.com
(+1) 510 922 4686

Relevant Academic Transcripts

COMPUTER SCIENCE BSC (Hons)

HONOURS YEAR

Cosc 451	Artificial intelligence	A+
Cosc 453	Computer vision	A+
Cosc 454	Database theory and applications	A+
Cosc 455	Computer graphics	A+
Cosc 490	Thesis	A+
Math 351	Vector calculus	A
Cosc 326	Effective programming	Pass
Cosc 341	Theory of computing	A
Cosc 342	Computer graphics	A
Cosc 343	Artificial intelligence	A+
Cosc 344	Database theory and applications	A+
Cosc 346	Object-oriented programming	A-
Math 272	Discrete mathematics	B+
Math 242	Matrix algebra and applications	A+
Math 251	Calculus	A
Math 262	Mathematical methods	A
Cosc 241	Programming and problem solving	A
Cosc 242	Algorithms and data structures	A
Cosc 243	Computer architecture and OS	A+
Cosc 244	Datacom, Networks, Internet	A
Math 160	Mathematics 1	A
Math 170	Mathematics 2	A
Phys 110	Introduction to Physics	B+
Como 102	Scientific programming	A+
Comp 103	Computer programming	A+
Comp 102	Information engineering	A
Comp 111	Intro to information technology	A-