OCTAVE CRESPEL

Research engineer at INRIA

octave.crespel@club.fr

**** +33 (0) 6 07 02 23 16

Grenoble, France

github.com/Toctave

EDUCATION

Engineering Course

École Polytechnique & Ensimag

April 2019 - August 2022

- Palaiseau & Grenoble, France
- Master-level programme in France's top engineering school
- Majored in Computer Graphics, with minors in low-level software engineering, applied maths, biology, and physics
- Final year taken at Ensimag in the Mathematical Models, Graphics and Simulation track

Preparatory Course

Lycée Stanislas

September 2016 - July 2018

Paris, France

- Intensive course in Maths, Physics and Computer science
- Led to a national ranked exam

WORK EXPERIENCE

Research intern

ELAN team at INRIA Grenoble-Alpes

April - August 2022

- **♀** Grenoble, France
- Designed and implemented a collision system for physically-validated hair simulation
- Ground work for a paper to be submitted at Siggraph 2023

Research intern

Mercenaries Engineering

April - August 2021

- Reviewed the state of the art in elastic deformation models
- Improved on a technique to make it more suitable for real-time manipulation
- Demanding work in both C++, theoretical maths and physics

Pipeline development intern

Fix Studio

June - August 2020

- ♥ Clichy, France
- Worked on advertisements for a Swiss luxury watch brand
- Developed several 3D modelling & shading plug-ins to support the artists' work
- Used expertise in software engineering as well as geometry processing

HOBBIES & INTERESTS



3D Modeling & Animation

President of Polytechnique's graphic design club, Blender user since 2012



Electronics & Tinkering

Built a racing drone and a home server, experimented with Arduino/ESP8266 programming



Drums

10-year experience, played in amateur rock/jazz/broadway musical bands



Rock Climbing

6-hour a week practice, both indoors and outdoors. Free climb 5.10a routes

LANGUAGES

English

Fluent, 990/990 TOEIC score

French

Native Speaker

German, Russian

Beginner

PROGRAMMING

- Computer graphics, AI, and video game personal projects in C, C++ with OpenGL and Vulkan
- General purpose automation in Python,
 Bash
- Basic knowledge of Haskell, Rust, Lisp, x86 & Z80 assembly, Java, and HTML/CSS/JS

MISC. EXPERIENCE

Student Volunteer

Eurographics

Reims, France

Army intern

Gendarmerie de Coulommiers

2018

♀ Coulommiers, France