

CV



Raphaël La Gréca

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Computer sciences student

1st year Ph.D. student in 3D geometrical modeling

Education :

- 2001-** Ph.D. student in **computer sciences** at LSIS laboratory (**L**aboratoire des **S**ciences de l'**I**nformation et des **S**ystèmes).
Subject : Declarative approach of surfaces modeling.
<http://www.esil.univ-mrs.fr/~rlagreca/these>
- 2000-2001** **DEA** (**D**iplôme d'**E**tudes **A**pprofondies) in **computer sciences** (with distinctions).
Speciality : **Imagery**
<http://www.esil.univ-mrs.fr/~rlagreca/dea>
- 1999-2000** Equivalent to a **Master's degree** in **Mathematics** and **computer sciences** (with distinctions).
- 1995-1999** Equivalent to a **Bachelor's degree** in **Mathematics** and **computer sciences** (with distinctions).
- 1994-1995** **Baccalauréat** (with distinctions).
Specialities : mathematics, computer sciences, techniques of automatic systems
language: English.

Computer science Skills :

Languages C++, Visual C++, C, Asm, Win32(API), OpenGL, DirectX, Pascal, Scheme, Basic, Visual Basic, JAVA.

Operating systems Windows Xp/2000/NT/95/98/3.1x, MS DOS, Unix, Linux

Computer graphics 3D geometrical modeling, images processing, Adobe Première 5.x, Adobe PhotoShop 6.0, notions of 3DSMax III

Methodology UML

Networking TCP/IP

Internet Language HTML (Conception of WEB pages), PHP

Office automation Latex, Word, Excel, Powerpoint

Training period :

March-June 2001 **Research training period** at the computer science laboratory of Marseille (France). Study of **mesh validity** for 3 dimensional object reconstruction. More details available at <http://www.esil.univ-mrs.fr/~rlagreca/dea>.

April-August 2000 **Training course** period at KALISTO Entertainment (Bordeaux France). The aim was to design an **autonomous behavior engine** intended to be included in video games. A first prototype was made with Visual C++ V.6.0.

July-September 1999 Design of a **setup application** for an helicopter maintenance software in EUROCOPTER France.
The project was developed using Visual Basic V.5.0 and Visual C++ V.4.0. During this training period, I learnt to work in a team of 5 persons using communication between different Windows objects like ActiveX and dll.

Work experience :

2001-2002 **Computer sciences instructor** at the faculty of sciences in Marseille. In charge of the formation in pascal algorithmic of students equivalent to a Bachelor's degree of sociology.

March-June 2001 **Computer sciences instructor** at the faculty of sciences in Marseille during studies. In charge of the formation for students equivalent to a Bachelor's degree.

1998-1999 **Computer science instructor** at the faculty of sciences in Avignon lasting 8 months during studies.
In charge of the teaching and the formation of two groups of about twenty students (equivalent level of bachelor's degree of biology) in office automation (Windows 95, Word 97, Excel 97).

Temporally jobs :

August 1997 Management of the computer park at "Muta Formation" (in Marseille).

July 1996 After-sale, commercial district EUROCOPTER France.

Languages :

Spoken, read, written **English** (9 years)

Basic Italian (5 years)

French : native language

Activities and interests :

Development of video games and demo making

Computer-assisted video

Reading : Science-fiction, computer science press

Sport : Tennis table, Rollers, Kung-Fu

Juggling, mono-cycle.