

Sébastien Mahé

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31 years old
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C++ Development Engineer

Programming • Modelling • +8 years Experienced

Experiences

From Feb. 2006

Architect and development Engineer : France Telecom R&D • Numerical Television Department • Rennes • France

- Served as technical lead and developer for a hot project called TVonPC. I worked with four others developers to design (UML), code (C++, DirectShow, Direct3D), test and support this Video application (H264 codecs).
- I worked on an anticipation project using DirectX and DirectShow to embed video on a 3D environment and to create a high customizable GUI on video.
- Strong knowledge in Oriented Object Programming. Use of Design Patterns, Mutex...
- Documentation writing (english)
- Integration and Tests
- Technologies : Visual C++, ActiveX, ATL/COM, DirectX/Directshow, MPEG&H264, HTML/Javascript, Flash/Actionscript, SVN

2000 - 2006

Development Engineer: ESI Group • 3D car crash simulation • Montpellier • France

- Development of CrashEditor project, 3D crash simulation software using infinite elements. GUI application is done with C++/MFC with Visual C++. 3D engine done with OpenGL. Use of ATL/COM.
- Specifications and development of a ray tracing plug-in. Use of OpenGL
- Specifications and development of a 2D/3D mesher. Project Geomesh, Windows and UNIX/Linux. Volume and surface meshing. Use of OpenGL
- 10 persons team.
- For all applications: scripting with JScript, Python and VBScript.
- Indian Engineer training in Bangalore, India.
- Documentation writing (English).
- Integration and tests.
- Technologies : Visual C++, OpenGL, MFC, UML, ATL/COM, Win32, XML, Linux, gdb

2000

End-of-study placement : Kent Ridge Digital Labs (now I2R) • 6 months • Singapore

- Design and development of a watermarking application for digital pictures.
- New watermarking algorithm researches.
- Manager : Dr. Sun Qibin
- Technologies : Visual C++, JPEG, MFC

1999 - 2000

End of studies project : IRISA (Institut de Recherche en Informatique et Systèmes aléatoires) • Rennes • France

- Watermarking: existing algorithms development and improvement.
- UNIX, C language

Summer 1999

Elite advertising: Bristol • England

- Door to door selling. 2 months

