

## EXPERIENCE

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- **Ph.D. Candidate in Computer Science** Montreal, Canada  
*University of Montreal* *September 2016 - Today*
  - Investigating new ways of performing efficient and intuitive art-direction over both smoke and liquid simulations
  - Teaching Assistant for a Computer Graphics course, supervising assignments covering many topics of CG
  - Reviewer for the Computer Graphics Forum journal and Pacific Graphics
- **Computer Graphics Research Intern** Cesson-Sévigné, France  
*Technicolor* *March 2016 - August 2016*
  - Implementation of a real-time realistic sky system for VFX and animation productions
  - Procedural modelling and volumetric rendering of animated volumetric clouds
- **3D Computer Graphics Designer** Caen, France  
*University of Caen* *April 2015 - August 2015*
  - Historically accurate modelling and texturing of buildings of 1944 Caen's city for VR
- **Computer Graphics Research Intern** Montreal, Canada  
*University of Montreal* *Mai 2015 - July 2015*
  - Implementation of a real-time generation and rendering system of human body hair

## EDUCATION

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- **University of Montreal** Montreal, Canada  
*Ph.D., Computer Science - Tools for Fluid Control in Computer Graphics* *September 2016 - Today*
- **Institut d'Administration des Entreprises Caen** Caen, France  
*Master d'Administration des Entreprises, General Management* *September 2014 - August 2016*
- **Ecole Nationale Supérieure d'Ingénieurs de Caen** Caen, France  
*Diplôme d'Ingénieur (Master of Science in Engineering), Computer Science* *September 2013 - August 2016*
- **CPGE (Higher school preparatory classes) Saint-joseph** La Roche-sur-Yon, France  
*Concours Communs Polytechniques, Mathematics and Physics speciality* *September 2011 - August 2013*

## PROGRAMMING SKILLS

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- **Programming Languages:** C++ 11/14, C, OpenGL, GLSL, OpenMP, Python, Java
- **Tools and Softwares:** 3ds Max, Houdini, MATLAB, Git
- **Development Environments:** Visual Studio, QT Creator, Eclipse

## PUBLICATIONS

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- **Schoentgen A.**, Zehnder J., Poulin P., Thomaszewski B. Meseure P. and Darles E., A Density-Accurate Tracking Solution for Smoke Upresolution, *The Visual Computer*, 2020
- **Schoentgen A.**, Poulin P., Darles E. and Meseure P., Particle-based Liquid Control using Animation Templates, *ACM SIGGRAPH / Eurographics Symposium on Computer Animation*, 2020

## ACADEMIC SERVICES

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- President and Founder of the Club3D, Ecole Nationale Supérieure d'Ingénieurs de Caen
- Communication Manager at the Arts Office, Ecole Nationale Supérieure d'Ingénieurs de Caen