

Arnaud Schoentgen

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EXPERIENCE

- **R&D Developer @ Ubisoft La Forge** Montreal, Canada
Ubisoft September 2021 - Today
 - Investigating new algorithms to provide the games of tomorrow with amazing graphics and animations
- **Ph.D. Candidate in Computer Science** Montreal, Canada / Poitiers, France
Université de Montréal / Université de Poitiers September 2016 - November 2021
 - Investigating new ways of performing efficient and intuitive art-direction over smoke, liquid and snow 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
Université de 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
Université de Montréal Mai 2015 - July 2015
 - Implementation of a real-time generation and rendering system of human body hair

EDUCATION

- **Université de Montréal / Université de Poitiers** Montreal, Canada / Poitiers, France
Ph.D., Computer Science - Tools for Fluid Control in Computer Graphics September 2016 - November 2021
- **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

- **Programming Languages:** C++ 11/14/17, C, OpenGL, GLSL, OpenMP, Python, Java
- **Tools and Softwares:** 3ds Max, Houdini, MATLAB, Git
- **Development Environments:** Visual Studio, QT Creator, Eclipse

PUBLICATIONS

- **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

- 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