

# Gaëtan Brochard

Developer, 22 years old

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## Contact

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## Websites

gaetanbrochard.dev  
git.gaetanbrochard.dev

## Languages

French : Mothertongue  
English : Fluent

## Skills

Autonomy  
Adaptation  
Creativity  
Curiosity

## Technologies

OpenGL / WebGL  
NodeJS  
Javascript  
React  
C  
Unity3D  
Python  
Processing / Arduino  
Shell Scripting

## Interests

Astronomy  
Music composing  
Programmation  
Computer Graphics  
Cycling  
Climbing  
Science

## Work Experience

### Bonjour Capsule & Évariste

**Processing; Electronics; C; Hacking/Maker**  
**02/2018 - 12/2018**

Bonjour Capsule is a digital art creation collective. 2 friends of Bonjour Capsule and I later founded Évariste in order to be more independent in our artistic choices. (See below)

### IBM - Internship

**Clients Relationship; Agile; Devops**  
**06/2017 - 11/2017**

As part of a sponsorship for one of the biggest cancer research center in Europe, I realized the VIP WebApp. (See below)

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## Projects

### Digital Art Exhibition (Solo) (03/2020 - 08/2020)

**Processing; Kinect; Unity3D; GLSL; Ableton Live; MIDI**

Digital Art Exhibition at the Hang'art theater, Arzal, Brittany. Realisation of 5 different modules: an on stage part that is an interactive processing app controller by a MIDI controller; the "Spatial Library" which consists of 5 GLSL shaders videos accompanied by music I composed; the "Musical Quasar" which is a GLSL shader reacting to music I composed; the "Abandoned Spaceship" which is a Unity3D video game; the "Irradiated Room" which is a Kinect based remake of the Cerberus. (See below)

### VIP (IBM) (06/2017 - 11/2017)

**DataViz; Javascript; Node.js; SQL**

Visualization Web App providing doctors with a more efficient way to analyze their patients records. This project aims to avoid errors that could be fatal for patients due to the lack of clarity of the current system, which makes it difficult to navigate across the hundreds or even thousands of files and data of a patient's record.

### The Cerberus (Évariste & Bonjour Capsule) (02/2018 - 12/2018)

**Digital Art; Electronics; Kinect; Signal Processing; C; Processing**

Sound Visualization System in all its forms via a laser. This project was presented at several events including but not limited to the festival Fiktiva in Paris, the digital augmentations of the Hôtel Coulanges (entrepreneurs and artists visits) in Paris.

### Other projects (42) (11/2015 - Present)

**C; Pretty much everything**

Artificial Intelligence: Multi variable Linear Regression tool, Classifier (Logistic Regression)

Computer Graphics: Raytracing Engine, Raycasting Engine, WireFrame engine, basic Rasterizer, Fractal Engine.

Algorithmics: Expert System with backward chaining Inference Engine.

Partial re-implementation of standard C library.

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## Academic History

### 42

Computer Science school open 24/24 7/7 based on peer-to-peer pedagogy

### High School

Highschool diploma (Baccalauréat STI2D Mention Bien)