Gaëtan Brochard

Developer, 22 years old

What I'm looking for

I am passionate by creative programming and aim to find a job that allows me to express this creativity. On a more technical point of view, I have interest in Node/React/Postgres and any language and framework helping to create digital art.

Contact

gaetanbrochard@protonmail.com
+33 6 95 24 78 64

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 indepedant 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) I later presented the project at the Visu2018 conference (http://visu2018.imag.fr/programme) and my work was synthesized in a scientific article (http://visu2018.imag.fr/programme/visu16.pdf)

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 differents modules: an on stage part that is an interactive processing app controlled 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)
Overview of computer programming

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.

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)