

# Vincent Bonnet

## Passionate about Science and Computer Graphics

I am a dynamic and cheerful person, I have experiences in Computer Graphics development applied to Games and Visual Effects. I am interested in linear algebra, numerical programming, physics simulation and low code optimisation. During my spare time I study 2D animation, cinematography and practice piano.

- . C, C++, Python
- . Mathematics, Computer Graphics
- . Animation, Simulation
- . OpenGL, Maya API

2015

### Research & Development at Framestore (London, Uk)

> I develop FX and Creature FX tools including:

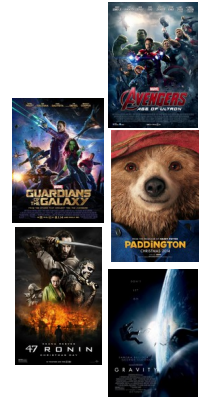
- . Deformer for high resolution meshes driven by a RB simulation.
- . Fur system including fur dynamics, collisions, multithreading and GLSL preview
- . Volume compositing : particle splatting and interactive spreadsheet data
- . Shattering, cutting and rigid body simulation (based on Bullet)
- . Interactive particle instancer with complex rules in live and proxy mode

> I work closely with production and artists to develop custom scripts for problematic shots

Projects include War Horse / Wrath of Titans / Gravity / 47 Ronin / Edge Of Tomorrow / Guardians of the Galaxy / Paddington Bear / Avengers 2

> Publication "Vincent Bonnet, Alexis Wajsbrot, Horacio Mendoza, and Matthias Baas. 2014.

*Gravity: destruction of the ISS in a single shot. In ACM SIGGRAPH 2014 Talks (SIGGRAPH '14)".*



2010

### Msc Computer Animation and Visual Effects (Bournemouth University, Uk)

- . Mathematics applied to Animation and Computer Graphics
- . Physics-based animation (Rigid Body / Hair / Meshless / Fluid)
- . Maya API / OpenGL / C++

2009

### Game Developer at Milestone (Milan, Italy)

> I worked on the integration of the graphics engine :

- . Develop the 3D interactive user interface
- . Develop the graphics asset manager, game flow and the saving system
- . Projects include MotoGP08 / SBK 09 / Superstars V8 Racing / SBK X



2007

### Bsc Visualisation (University of Teesside, Uk)

- . Mathematics applied to Computer Graphics
- . Offline and Real-time rendering (OpenGL/DirectX)
- . C/C++

2005

### French Computer science degree (IUT Lyon I, France)

- . Mathematics (Calculus, Linear Algebra ...)
- . C/C++, Java, SQL
- . Summer School in Wales (2004) and Placement in Quebec (2005)

2003

### Other Interests

- . Travels
- . Piano
- . Cinematography / Cutout animation

### Contacts

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- . vinceportfolio.com