

# Erwan VIVIEN

## Engineer in Computer Vision and Computer Graphics at EPITA



## Work Experience

### Jitter Video, Paris — Computer Graphics programmer

Feb. 23 – Now

Build a state of the art Web-based rendering engine using WebGL and WebGPU. Leverage Rust code in the browser using WebAssembly to optimize pipeline performance and enable client side GIF exporter.

### EPITA, Paris – Teaching assistant

Sept. 21 – Feb. 23

Selected to teach 3<sup>rd</sup> grade students C, C++, Java and JavaScript. In a team of 45, the role demands preparing subjects and exercises for over 800 students.

### CareGame, Paris – Software developer

June 20 – July 20

Manipulating **GStreamer's** pipelines to add a timestamp to an input video stream. Processing the output's timestamp by integrating **Tesseract OCR** in order to estimate the streaming latency.

## Education

### EPITA, Paris

- Computer graphics major (image rendering / processing)
- International section
- Programming teaching assistant

TOEIC, score 920

## Projects – All on GitHub

### QRCode Generator – Rust

[erwanviven/fast\\_qr](#)

Implementation of ISO 18004 on my free time, with focus on CPU optimizations and Wasm. This library is ~10x faster than the standard Rust QRCode library

### Image Equalization – Cuda

[erwanviven/irgqua](#)

Usage of different patterns (Histogram, Scan, Reduce, Compact, Map) heavily optimized using decoupled loop-back.

### Raytracer – Rust

[erwanviven/isim\\_raytracer](#)

Reflections, shadows, configurable scene using JSON. Can draw rectangles, spheres, planes and any recursive shape (Menger Sponge...)

### Game Engine – Rust / WebGPU

[erwanviven/mjolnir](#)

Backface Culling, Shaders, Instancing, Depth Buffer, Model loading with ambition to create a working game

### Video Codec – Python

Educational implementation using macroblocks algorithm

### Raft Implementation – Rust

[erwanviven/algorep](#)

Implementation of the Raft Consensus Algorithm. Works with more than 1000 servers.

### Harris corner Detect. – Cuda

[Lycoon/harris-cuda](#)

C++ and GPU implementation. Using GPU provided a x20 speedup

## Socials

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Linkedin: [erwan-vivien](#)

Github: [erwanvivien](#)

Online CV: [xiaojiba.dev/CV](#)

## Skills

### Programming languages

Rust, C++, C (Expert)

CUDA, C#, Python, Java, JavaScript,

TypeScript (Advanced)

### Utilities

WebGPU, WebGL, WebAssembly

Git, Bash/Shell, NextJS

### Business Skills

Analytical, Communication, Teamwork and collaboration, Leadership, Autonomy

## Languages

French – Mother tongue

English – Fluent

## Interests

Bouldering

Open source

Sorting algorithms