

Hugo Loi  
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## PhD Student

**Vital Record:** Single, without children. Birth date: November 28 of 1991.

### Education

- Currently 2<sup>nd</sup> year PhD student at Inria Grenoble and University of Grenoble under the supervision of Joelle Thollot and Thomas Hurtut
- 2009-2012: **ENSIMAG** (Engineer graduation on Computer Science & Applied Mathematics) and **MOSIG** (International cursus on Computer Science) in Grenoble
- 2007-2009: **CPGE** (“classes préparatoires aux grandes écoles”) on Mathematics – Physics at Lycée du Parc, Lyon

### Publications

- *Discrete Texture Design Using a Programmable Approach*, in SIGGRAPH 2013 Talks
- *Programmable Generation of 2D Vector Textures*, master report

### Primary Skills

- Programming: C/C++, Python, Java, ActionScript 2-3, HaXe, Neko, Ocaml, Ada95, Html, SQL, Javascript, Qt Creator, Eclipse, CGAL, Swig, Qt
- Redaction, layout: LaTeX, Inkscape, Gimp, Microsoft/Open Office toolsets
- Languages: written and spoken English, classroom Spanish

### Professional Experiences

- Since summer 2012: my PhD, see my homepage for more details
- Summer 2012: master project at Inria Grenoble – development of a descriptive language for vector textures (report and language reference on my homepage)
- Summer 2011: nine weeks of technical internship in the animation and video game studio “Les Tanukis”, Lyon; mainly AS3/Html/Javascript development
- 2011: four weeks of a team project (four people) to develop a compiler for a language with a Java-like object-oriented syntax
- 2010-2011: team project (two people) to develop a real-time 2D shooter game using HaXe/Flash
- 2010: development of a mock-up for an online card game in HaXe/Flash/Neko
- 2010: four weeks of a team project (four people) to develop a Vorbis decoder in C
- 2007-2009: development of a physics simulator in Ocaml as my CPGE project

### Hobbies

- 2013: weekly practice of drums and yearly concert with my band
- 2003-2012: performance, and lately writing/supervision for various theater projects
- 2006-2007: production of short animated movies (using Flash)
- Until 2006: various games (chess, card games...) and associated tournaments