

DAVID PEICHO

Software Engineer with experience in **computer graphics**.



ABOUT ME

Degree

Master

City of Residence

Paris, France

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Email

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Website

<https://davidpeicho.github.io>

Languages

French, English



LANGUAGES

JS

Rust

C++

C



GRAPHICS

- OpenGL, WebGL
- WebGPU
- WASM
- Three.js
- Unity
- Blender



LINKS



<https://github.com/DavidPeicho>



<https://linkedin.com/in/david-peicho/>



EDUCATION

MASTER IN COMPUTER SCIENCE AND MACHINE LEARNING

EPITA, Paris

Sep 2013 - Sept 2018

EPITA is a 5-year engineering school focused on C/C++ programming and Unix systems.



EXPERIENCE

RESEARCH SCIENTIST AT SIEMENS HEALTHINEERS

Princeton, NJ, USA - London, GB - Paris, France

Feb 2018 - Current

Lead developer of a **real-time** medical visualization library, based on **Three.js** / **WebGL**. Working on:

- Volume pathtracing with real-time refinements
- Volumes and surfaces merging
- Multiplanar reconstruction

SOFTWARE ENGINEER INTERN AT SKETCHFAB

Paris, France

sketchfab.com

Sept 2016 - Jan 2017

Developed:

- The sketchfab.com **SSAO** post-process
- The sketchfab.com **ASTC** texture decompressor_
- A **glTF** loader for the OSG.js open-source framework

SOFTWARE ENGINEER INTERN AT AERYS

Paris, France

aerys.in

May 2015 - Sept 2015

Worked on some small **JS** games, as well as a **C++** Wii sport-like game



TEACHING

Rendering Theory & Physically-Based Rendering

EPITA, Paris

2021 - Current

Introduction to Three.js

EPITA, Paris

2021 - Current

C / C++ / C# / Unix

EPITA, Paris

2016 - 2018



PROJECTS

ArtFlow

<https://github.com/artflow-vr>

JS, Three.js, GLSL

3D web browser application to draw in **VR** (Tilt Brush-like).

PatternTrackingController

<https://github.com/DavidPeicho/pattern-tracking-controller>

C++, SFML

Real-time arrow recognition library used to control a player in a game.

EnvKit

<https://github.com/albedo-engine/env-kit>

C++, TBB, OpenGL

Tool computing irradiance map on CPU / GPU for real-time **Image Based Lighting** (IBL).