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C++ / Qt | GCC / MSVC | Java / Swing / SWT |  
Python / PyQT |  
Git / GitHub, SVN, CVS | SCons, Bjam, CMake |  
development on Windows, Linux, MacOS |  
Digital Image Processing, Imaging,  
Color Management, VFX, Grading |  
Nuke, Photoshop, AfterEffects, Gimp, Inkscape,  
Scribus, Pencil |  
French (fluent), English (fluent), German (basics)

## Senior R&D Software Engineer

Eight years of experience developing and managing open source and proprietary projects for motion picture artists specifically for Digital Cinema, Color Pipeline and Image Processing.

### Current position at Mikros Image | since January 2006

As an R&D Software engineer, my role is to search, develop and deploy solutions so that our artists and supervisors can create their beautiful moving pictures.

#### Current projects :

TuttleOFX (C++ / PYTHON) | Project leader, Maintainer and Developer.

TuttleOFX is an opensource framework for converting image sequences based on OpenFX.

See [www.TuttleOFX.org](http://www.TuttleOFX.org).

ColorTribe (C++ / Java | Qt / Swing) | Project / Dev leader and Maintainer.

ColorTribe is an opensource color measurement and calibration software suite for display devices.

See [opensource.mikrosimage.eu/colortribe.html](http://opensource.mikrosimage.eu/colortribe.html).

### Teaching experience | since 2004

Paris 8 University | since 2006

Several day sessions on color introduction course to master degree students.

Marne-La-Vallée University | 2004 -2005

Seminar supervisor of Computer software introduction and PHP.

### Education

Research Master Degree | Cum laude | 2005

Fundamental Computer Science and Applications major and Imaging and Cinema minor (DEA Informatique Fondamentale et Applications option Image et Cinéma), at Marne-La-Vallée University.

Master Degree in Engineering | Summa cum laude | 2005

Image, multimedia, audio-visual and communication major (Diplôme d'ingénieur IMAC) at Marne-La-Vallée University.

Technical Degree | Summa cum laude | 2002

Services and Communication Networks major (DUT Services et Réseaux de Communication) at Marne-La-Vallée University.

### Blog

Drawing, writing, creating is an important part of my life. I've been sharing my everyday adventures on my blog since 2006 ([blog.marfette.fr](http://blog.marfette.fr)).

Most of the posts are in French, but some situations are universal, beyond culture and language.

Color Pipe (LUTs / Nuke / Scripts) | DI Technical Director.  
Involved in Mikros color pipelines (in touch with ACES and OpenColorIO), color and LUTs conversions.  
Main contributor on [www.ColorPipe.org](http://www.ColorPipe.org) and [ColorPipe-tools](https://github.com/ColorPipe-tools) github repository.

Millions (Python | pyQT) | Maintainer and Developer.  
Millions is a python application for creating Post-Production quotations.  
It, by design, facilitates iterations and variants.

#### Significant past project :

Coloris (C++ / Java | Swing) | Developer.

Color grading software based on GPU, with real time processing and multi-resolution capacities.

This projet ended in 2011. [Some screenshots.](#)

### End-of-studies internship | 2005

Marne-La-Vallée University | April-June 2005  
Intern.

Study and modeling of explosive phenomena using the computer lab of the Institut Gaspard Monge and French Research Institute of the National Criminal Police.