

Thomas Subileau

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12 Feb. 1990
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Doctor in Computer Graphics

Education

- 2012 – 2016 **Ph.D.** on the “**Artistic control in Physically-Based Rendering**”
Advisors : Mathias Paulin & David Vanderhaeghe
I.R.I.T. Laboratory, Toulouse
- 2010 – 2012 **Master’s Degree** in **Computer Graphics**
Paul Sabatier University, Toulouse III

Work and Teaching

- 2015 **Masterclass** “Artistic control of rendering in CGI” Master’s degree in Art & CS
“*Master ATI*”, University of Paris 8
- 2012 – 2016 **Lecture** Parallel programming with CUDA Master’s degree
= 12 hours
Introduction to algorithmic Bachelor’s degree
= 36 hours
- Practical Work** Parallel programming with CUDA Master’s degree
Raytracing and acceleration in C++ -
Real-time rendering in OpenGL -
Introduction to Raytracing in C Bachelor’s degree
Abstract data-type in C -
OOP in Java -
Introduction to algorithmic -
= 398 hours
Paul Sabatier University, Toulouse III
- 2014 **Visitor** at KIT Computer Graphics Group
3 months, in collaboration with Carsten Dachsbacher
Karlsruhe Institute of Technology, Karlsruhe, Germany

Research

Peer-reviewed Journals

- “RayPortals: a light transport editing framework”
Thomas Subileau, Nicolas Mellado, David Vanderhaeghe and Mathias Paulin
The Visual Computer Journal, 2016
- “Contrôle artistique par édition de la propagation des rayons en Photon Mapping”
Thomas Subileau, David Vanderhaeghe and Mathias Paulin
Revue Electronique Francophone d’Informatique Graphique (REFIG)

Peer-reviewed Conferences

- “Light Transport Editing with Ray Portals”
Thomas Subileau, Nicolas Mellado, David Vanderhaeghe and Mathias Paulin
Proceedings of Computer Graphics International, 2015
- “Contrôle artistique par édition de la propagation des rayons en Photon Mapping”
Thomas Subileau, David Vanderhaeghe and Mathias Paulin.
Proceedings of Journées AFIG, 2014
Best paper award