MATTHIEU JOSSE

MASTER'S STUDENT
RENDERING — MACHINE LEARNING

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💡 Academic Experience

Dec 2024 to Dec 2025	**Published as first author in *ACM SIGGRAPH Asia 2025 Conference Proceedings***.
	Worked in my free time toward publishing the research conducted during my internship, still under Adrien Gruson's supervision and with Joey Litalien's precious help. More info on my website's portfolio.

Mar 2024 to Dec 2024	**Master's Research Internship**, *École de Technologie Supérieure, Montreal, QC, Canada*
	Conducted research under Adrien Gruson's supervision on neural-based neighbor selection for Gradient Domain Rendering.

💼 Professional Experience

May 2023 to Aug 2023	**3D Geometry Internship**, *OrthoIn3D, Paris, France*
	Developed a mesh-extrusion algorithm compatible with 3D printer slicers. Automatically enforced 2-manifoldness of meshes and improved patient comfort.

🎓 Education

Jan 2024 to Aug 2026	**Professional Master's in Computer Science**, *Polytechnique Montréal, QC, Canada*
	Pursuing a second graduate degree as required by École Polytechnique (l'X). Specializing in Artificial Intelligence, with courses in Reinforcement Learning, Swarm Intelligence, and Smart Agents for video games.

Sept 2021 to Aug 2026	**M.S. in Computer Science**, *École Polytechnique (l'X), Paris, France*
	France's leading engineering school. Students are members of the French Armed Forces and receive both leadership training and advanced cutting-edge scientific education. Studied Quantum Physics and Macroeconomics before focusing on Machine Learning, 3D Geometry, and Rendering.

🔍 Skills

Programming	Python ; C++ ; C# — Familiar with : Js ; MiniZinc ; OpenGL
AI Librairies	Pytorch ; Mitsuba3
Languages	English (fully profficient) ; French (mother tongue)