

Jérôme Muffat-Méridol

Software Architect

C++, JS, Swift, Windows, iOS, gamedev



I left university early to create my first company, grabbing the opportunity of being of the generation that saw the PC appear, and continued learning as I went (to this day...). My primary interest has always been in graphics and I believe a computer should do whatever it does in real time (and, ultimately, it always does...)

Intel Corporation

JUN08-MAR24

Paris, Antibes FR

Software Architect NOV21-MAR24. Designed and implemented Automation, analysis and reporting tools for CCG's Media Performance Lab. The lab was testing top media software packages on current and upcoming hardware, generating hundreds of scores every day (manually and automatically) together with performance traces. I designed and implemented a backend to index, compare and process the data, the harness to collect system counters during tests and designed graph representations to improve visual performance comparison, notably when looking at both performance and power.

Software Architect OCT18-JAN21. Support development of automated *Representative Usage Guides*, scripts automating workloads measurement for internal purposes and/or as proof points for press. Designed and implemented backend for automated builds and software packaging. Expanded backend to manage workload results logs, collecting machine and workload information to database/analyze/graph them, with a view to streamline characterization of results.

Software Architect JAN11- OCT18. Defining future usages and designing corresponding workloads for benchmarking purposes, in the Performance Evaluation and Competitive Assessment Group. Furthered development of deepViewer as a demo vehicle, demonstrating touch, multi video playback, face detection, ML auto-tagging, VR.

Senior Application Engineer JUN08-JAN11. Supporting gaming ISVs in making best use of Intel products and technologies, primarily Larrabee, Intel Integrated Graphics and Multicore optimizations.

Baladovore – Smartphone app

JUN13-JUN19

Paris, FR

Vice-President. Non-profit organization created with a Michelin starred chef to promote great food producers. Building and maintaining smartphone app & backend.

webphotomag – Custom software & services

NOV05-JUN08

Paris, FR

Owner. Contracting, publishing a photography webzine and developing gpuViewer (aka deepViewer), an innovative photo management application later bought by Intel.

Bits Studios – Games development

AUG98-APR06

London, UK

Technical Director 2K-'06. Participated in floating the company, oversaw all technical aspects of development and investments, including 2nd studio in Toulouse.

R&D Lead '98-2K. Developed character animation technology, materials rendering and worked in the Esprit project "MOCA".

Step One (aka Sharing Technologies) – ISV

SEP97-JUL98

Paris, FR

Senior Software Engineer. Worked on an Adobe Acrobat competitor, developed COM components and UI controls. Backported missing system controls to Win3.11.

HaiKu Studios – Games development

SEP94-AUG97

Paris, FR

Lead Programmer on unreleased PC/CD game with real-time 3D characters over FMV backgrounds. Managed five. Coded 3D acceleration on first available hardware.

Business Soft – Custom software & services

SEP91-AUG94

Paris, FR

Software Engineer/Expert. Subcontractor for SNCF, Danone, Plein Ciel and more.

BlueShift – Custom software & services

'86-91

Antibes, FR

Owner. Notable work: 3D software for furniture layout and quotation, photo management application and a set of C/C++ libraries for rapid development.

Miscellaneous

French, born 26th May 1966 in Antibes. Speaks French & English

Talks C++, HLSL, JS/NodeJS, Swift, Next.js, PostgreSQL and more...

Loves Photography, Gastronomy, Cubing and many geeky things.

@jmuffat@webphotomag.com

+33 6 84 71 75 12

"What can be done can be done better" * * * * *
* if you don't, someone else will.
** true innovation is in showing something can be done
*** keep in mind we have to ship, someday...