Guillaume Gisbert

Ph.D. Student

I am a third-year Ph.D. student at LIRIS with a focus on geometry and developable surfaces. My current research aims to leverage both geometry and deep learning. I am looking for an internship to gain valuable skills and industry experience.

Contact

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69006 Lyon

Skills

- Python
- MATLAB
- C / C++
- OpenGL
- OpenCV
- Pytorch
- Git
- LATEX

Teaching

- Advanced C++ (30h)
- Algorithms and complexity (30h)

Languages

- French: mother tongue
- English: professional level (C1)
- Japanese: basic notions

Activities

- Robotics French cup in 2018 and 2019
- Game Jams in 2018 and 2021 (Unity)
- Google Hashcode in 2019, 2021 and 2022

Interests

- Piano
- Drawing
- Video games
- Cooking

Experience

Oct 2021-now

Ph.D. at LIRIS – Villeurbanne, France
Ph.D. Student
Research in computer graphics
Project: Analysis of vector fields useful for understanding and filling in digitized surfaces
Deepening knowledge in geometry, analysis and completion of vector fields

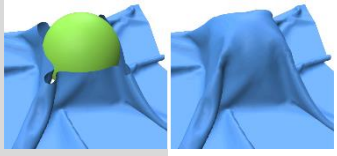
Feb 2021-July 2021

Internship at LIRIS – Villeurbanne, France
Research Assistant
Research in computer graphics
Project: geometry processing in texture space
Strengthening of the acquired knowledge with deep learning tools

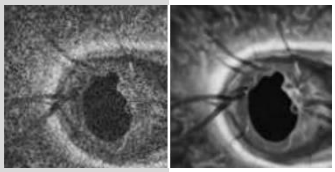
August 2019-June 2020

Internship at VIDA (NYU) – New York, USA
Research Assistant
Research in medical imaging
Project: denoising on scans acquired by optical tomography
Getting familiar with diffeomorphic registration, segmentation and deep learning techniques

Publications



Guillaume Gisbert, Raphaëlle Chaine, David Coeurjolly
Inpainting Holes In Folded Fabric Meshes, *Shape Modeling International, 2023*
[Honourable Mention]



Guillaume Gisbert, Neel Dey, Hiroshi Ishikawa, Joel Schuman, James Fishbaugh, Guido Gerig, *Self-supervised Denoising via Diffeomorphic Template Estimation: Application to Optical Coherence Tomography*, *MICCAI Ophthalmic Medical Image Analysis,2020*

Education

2020-2021

Université Lyon 1 – LYON
Double degree in parallel of CPE
Master ID3D (Image Development and 3D Technology) - 3D Synthesis - Animation - Frequency and statistical models - Research in computer graphics

2017-2021

CPE-LYON
Student engineer in Digital Sciences
Specialized in Image, Modeling and Computer Science
Rendering - GPU Programming - Learning - Compression - Medical Imaging - 3D Reconstruction

2015-2017

INSTITUTION DES CHARTREUX - LYON
Preparatory classes - MP

2012-2015

LYCEE LA XAVIERE– LYON
Bac S | SVT, mathematics option