# THÉO THONAT

## Post doctoral researcher in Computer Graphics

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## EDUCATION

### Ph.D. in Computer Science INRIA, Cote d'Azur University

2015 – 2019 Sophia Antipolis, France

Thesis: *Multi-view inpainting, segmentation and video blending for more versatile Image Based Rendering*. Supervisor: George Drettakis.

### Engineering Degree Ecole Centrale Paris 2011 – 2015 Paris, France

Major in applied mathematics with a specialization in data science.

## WORK EXPERIENCE

### Post-doctoral researcher Adobe Since March 2020 Paris, France

Worked on multiple research project at the Paris Lab's computer graphics group, focusing on real time rendering and ray tracing.

### Research engineer Telecom Paris Sept. 2019 – Jan. 2020 Paris, France

Postdoc at AllegoRi, joint Adobe and Telecom Paris Research Laboratory. Worked on light field inpainting using videos for real-time rendering.

### Research intern Adobe Summer 2018 Boston, USA

Research internship at Adobe Research. Worked on un-synchronized video blending for real-time video-based rendering.

### Teaching assistant Polytech Nice University 2015 – 2017

*Probabilities and statistics* and *Theoretical computer science* courses for first year master students. Provided lectures and supervised exams.

### Master's internship INRIA Summer 2015 Sophia Antipolis, France

Worked in the GraphDeco team on image inpainting for image based rendering using graph-cut stitching techniques.

### Reaseach internship CEA/CERN Winter 2013 – 2014 Paris, France and Geneva , Switzerland

Five months internship in the international collaboration COMPASS. Developed C++ code to analyze data from particle physics experiments.

## RESEARCH INTERESTS

- Image and Video based rendering
- Texture synthesis
- Real time rendering
- Computational photography

## PROGRAMMING SKILL

Languages:

C++ Python Matlab

Frameworks:

OpenGL OpenCV Vulkan

## LANGUAGES

**French** Native
**English** Fluent

## OUTREACH

**Science day 2017**

- Graphics popularization to children
- Interactive demo and discussion

## PUBLICATIONS

**Thonat, T.**, Aksoy, Y., Aittala, M., Paris, S., Durand, F., & Drettakis, G. *Video-Based Rendering of Dynamic Stationary Environments from Unsynchronized Inputs*. To appear in Computer Graphics Forum. Upcoming talk at EGSR 2021.

**Thonat, T.**, Djelouah, A., Durand, F., & Drettakis, G. *Thin Structures in Image Based Rendering*. In Computer Graphics Forum (Vol. 37). Talk at EGSR 2018.

**Thonat, T.**, Shechtman, E., Paris, S., & Drettakis, G. *Multi-View Inpainting for Image-Based Scene Editing and Rendering*. Fourth International Conference on 3D Vision (3DV 2016). Talk at 3DV and at j•Fig 2016 (Computer Graphic French Association).