Gilles Mazars

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EXPERIENCE

2012-…

STUMBLEUPON Engineering Manager
www.stumbleupon.com
StumbleUpon is a discovery and recommendation web service with more than 25 millions registered users.
- Building and leading a team of software engineers in Paris
- Internationalization of StumbleUpon recommendation engine, web site and clients (iOS, Android, and browser extensions)

2007-…

CVPapers Owner and main contributor
www.cvpapers.com - www.twitter.com/cvpapers
Repository of Computer Vision research papers selected in the major conferences (ICCV, CVPR, ECCV, etc) and available online. Web site became a reference in the community with more than 30 000 visits/month.

2005-2011

QUIVIDI Co-founder, COO
www.quividi.com
Quividi develops an automated audience measurement solution using image processing.
Clients : GFK, Mediametrie, JC Decaux, DDB Shop, SFR, Française Des Jeux, La Poste, Castorama, Intel, Mitsubishi, Neo Advertsing, PilotTV, Equidia,…
- Operational management of 150 customers in about 30 countries
- Product Management: VidiReports
- Fundraising
- In charge of grant applications: OSEO, JEI, CIR (French government subsidy for innovation)

2002-2005

KINOMAI / NPTV CTO (named in june 2003)
Kinomai develops real-time image and sound processing platforms for the video industry. Kinomai was bought in november 2004 by NPTV.
Customers: Gaumont, INA, RAI, TSR, Médiamétrie, Ministry of Defense, EdF,…
- Five software engineers team management
- K-Navigator project manager: a toolbox for fast and smart video browsing. It uses algorithms to automaticaly build a table of content of the video

2000-2002

TINCELL Co-founder, Project Leader, R&D Senior Software Engineer
Tincell creates innovative solutions powered by voice recognition, for content providers and telco carriers.
Customers: LuckySurf, Phone.com, Ericsson, OnStar…
- Research and development of a phoneme recognition software
- TinServer: content delivery server (JAVA, XML/XSL, client/server)

1999-2000

METACREATIONS R&D Software Engineer
MetaCreations, a US company, creates computer graphic softwares: Carrara, RayDream, Bryce3D, Poser, Painter, Canoma, ...
- In charge of the interactive renderer and 3D database optimization of the MetaCreations 3D software: Carrara

1998-1999	**RAYFLECT** R&D Software Engineer
	RAYflect, "start-up" created in 1997, developed plugins for 3Dstudio Max, RayDream and Photoshop. Acquired by MetaCreations in 1999.
	▪ Design and implementation of a "non-photorealistic" renderer for 3Dstudio Max and RayDream
1997-1998	**EAABC** Military service in a scientific unit
	Application School of Armoured and Cavalery.
	▪ Development of the interactive renderer of the french army tank battle simulator
Jul-Sep 1997	**RAYFLECT** Trainee
	▪ Development of a RAYDream plugin named "Blubble", a 3D "Metaball" modeler
Apr-Jun 1997	**INRIA, AIR Project** Trainee
	The leading French institute for research in computer science.
	▪ Research and development of a new segmentation method by active contours based on implicit functions

TEACHING

2000-2003	Computer graphics teacher for last year students in a French engineering school (ESME-Sudria, Paris)
July 1995	Volunteer computer science teacher in Paris region prisons

PUBLICATIONS

"Fast and Robust Level-Set Segmentation of Deformables Structures", Yahia H., Berroir J.-P, and Mazars G, *ICASP, IEEE, Seattle, USA, 1998*

"Model-Based Segmentation of Cloud Structures in Satellite Image Sequences", Yahia H., Berroir J.-P, and Mazars G, *ICCV Workshop, Bombay, India, 1998*

"Deriving High Level Information in Meteorological Image Sequences with Implicit Functions Controlled by Particles Systems", Yahia H., Berroir J.-P, and Mazars G, *ICCV Workshop, Bombay, India, 1998*

EDUCATION

1997	**Graduated from ESME-Sudria (Paris, France)** Engineer
	Computer science program - Computer graphics, artificial intelligence, neural networks, Image & signal processing
	Graduation project: I.O.D.A. (Intuitive Object DeformAtions) a 3D modeler based on Free-form deformations (FFD & EFFD)
1992-1997	**ESME-SUDRIA**
	Engineering school and Mathematics and Physics Class

SKILLS

Management	Agile/SCRUM, Merise/UML
OS	Windows, Linux, MacOSX
Languages	C/C++, Java, x86 asm-MMX-SSE, Python, PHP, Javascript
API	Qt, Win32, MFC, WxWidgets, X11/Motif, Swing, DirectX, OpenGL, flickr, twitter
Databases	MySQL, PostgreSQL, SQLite, Google datastore

LANGUAGES

English	Fluent (spent years working with US teams and international customers)
French	Native
Spanish	Basic knowledge