

J r mie Allard



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Born 1979, Chatenay, France

Research Interests

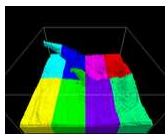
High Performance Computing, Virtual Reality, Computer Graphics

Education

- 2002 – *present* INPG – Grenoble, France
PhD in Computer Sciences
Advisor: Bruno Raffin
Subject: Interactive applications and distributed visualization: resource allocation and computation coordination
Expected: 10/2005
- 2001 – 2002 University of New Orleans – Louisiana, USA
M.S. Computer Sciences
student exchange program, DEA Universit  d'Orl ans.
GPA: 4.0
- 1997 – 2001 Universit  d'Orl ans – Orl ans, France
Maitrise Informatique (**B.S. Computer Sciences**)
Rank: 1 / 29

Publications

International Conferences



A Shader-Based Distributed Rendering Framework

J r mie Allard, Bruno Raffin

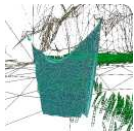
IEEE Visualization 2005, October 2005, Minneapolis, Minnesota, USA



FlowVR: a Middleware for Large Scale Virtual Reality Applications

J r mie Allard, Val rie Gouranton, Loick Lecointre, S bastien Limet, Emmanuel Melin, Bruno Raffin, Sophie Robert

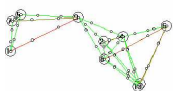
Euro-Par 2004, August 2004, Pisa, Italia



Coupling Parallel Simulation and Multi-display Visualization on a PC Cluster

J r mie Allard, Bruno Raffin, Florence Zara

Euro-Par 2003, August 2003, Klagenfurt, Austria



A User Level Framework for Ad hoc Routing

J r mie Allard, Paul Gonin, Minoos Singh, Golden G. Richard III

IEEE International Conference on Local Computer Networks (LCN 2002), November 2002, Tampa, Florida, USA



Net Juggler : Running VR Juggler with Multiple Displays on a Commodity Component Cluster

J r mie Allard, Loick Lecointre, Val rie Gouranton, Emmanuel Melin, Bruno Raffin

IEEE VR 2002, March 2002, Orlando, Florida, USA

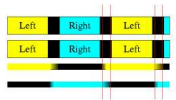
International Workshops and Symposiums



Marker-less Real Time 3D Modeling for Virtual Reality

Jérémie Allard, Edmond Boyer, Jean-Sébastien Franco, Clément Ménier, Bruno Raffin

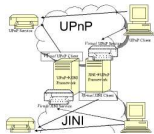
International Immersive Projection Technology Workshop (IPT) 2004, May 2004, Ames, Iowa, USA



Softgenlock: Active Stereo and Genlock for PC Cluster

Jérémie Allard, Valérie Gouranton, Guy Lamarque, Emmanuel Melin, Bruno Raffin

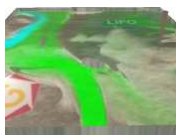
IPT/EGVE'03 Workshop, May 2003, Zurich, Switzerland



Jini Meets UPnP: An Architecture for Jini/UPnP Interoperability

Jérémie Allard, Vivek Chinta, Srivatsa Gundala, Golden G. Richard III

International Symposium on Applications and the Internet (SAINT 2003), January 2003, Orlando, Florida, USA



Parallelizing Pre-rendering Computations on a Net Juggler PC Cluster

Jérémie Allard, Valérie Gouranton, Emmanuel Melin, Bruno Raffin

IPT 2002, March 2002, Orlando, Florida, USA

Tutorials



Commodity Clusters for Immersive Projection Environments

Jérémie Allard, Marcio Calixto Cabral, Camille Goudeseune, Hank Kaczmariski, Bruno Raffin, Benjamin Schaeffer, Luciano Soares, Marcelo Knorich Zuffo

Course 18, SIGGRAPH 2003, August 2003, San Diego, California, USA

Master Thesis



Functional and Structural Recursion in Spreadsheet Languages

Jérémie Allard. Advisor: Markus Montiguel

University of New Orleans, August 2002, New Orleans, USA

Research and Professional Experience

- 07/2003 Consulting.
Visionair 3D. Tilburg, The Netherlands.
<http://www.visionair3d.com/>
- 01/2002 – 07/2002 Research Assistant.
Visual Programming Group, CS Dept. University of New Orleans.
<http://www.cs.uno.edu/newsletter/spring02/spc02.html>
- 03/2001 – 06/2001 Research Internship.
Scalable High Performance Virtual Reality Project, LIFO, Université d'Orléans.
<http://netjuggler.sourceforge.net/>

Teaching Experience

- 01/2005 Master 2 Research (M.S.) – Université d'Orléans
Parallel Virtual Reality
- 10/2002 – 10/2005 Licence 1 (B.S.) – UPMF
Introduction to Computer Sciences
- 10/1999 – 06/2001 Licence 1-2 (B.S.) – Université d'Orléans
C.S. Student tutoring

Skills

Languages French, English
Programming Languages C/C++, JAVA, Perl, Python, PHP, Shaders (NV, ARB, Cg, GLSL)
Tools OpenGL, DirectX, MPI, VTK, Linux Kernel, RTAI/RTLinux
Misc. Cluster Administration, Workgroup Collaborative Tools Management (Wiki, CVSTrac)

Research Projects

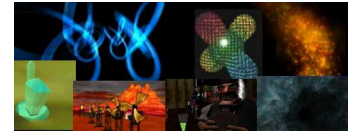
Cyber-II Real-time Integration of a Person in a Virtual Environment with Interactions
2003 – *present* INRIA, LIRIS
 Funded by ACI «Masse de données» – French Department of Research
 <http://artis.imag.fr/Projects/Cyber-II/>

Geobench Distributed Immersive Visualization and Haptic Interactions Applied to (Geo-)Scientific Data.
2002 – 2005 BRGM, CEA, INRIA, LIFO, TGS
 Funded by RNTL – French Department of Research

Videos of recent results: <http://www-id.imag.fr/~allardj/videos/>

Personal Projects

Various open-source OpenGL programs and real-time multimedia animations.
<http://hufo.planet-d.net/>
Appear in the book **OpenGL Game programming**, Kevin Hawkins, Dave Astle, Andre LaMothe, Premier Press, May 2002.
To appear in the book **Computer Graphics Using OpenGL**, Francis S. Hill Jr., Stephen M. Kelley Jr., 3rd Edition, Prentice Hall.



Awards

Winner, Dr. Jobb's Journal Mars Rescue Programming Contest – January 2005
<http://www.frank-buss.de/marsrescue/>
First Place, NVIDIA/Discreet Shaders Contest – June 2001



Academic Activities

Reviewing Committee - Workshop on Commodity Clusters for Virtual Reality (VR-Cluster'03)
Local Organizer - Eurographics Symposium on Parallel Graphics and Visualization (EGPGV04)
Reviewer - Computer Graphics and Geometric Modeling TSCG'2005

Memberships

NVIDIA Registered Developer
ACM Special Interest Group in Computer Graphics (SIGGRAPH)

Personal Interests

Reading (S.F.), Game/Demo programming, Skiing, Hiking