

Fabien Chéreau

Software Engineer

Born in 1980, French
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Work Experience

2011-present Software Technical Manager

DxO Labs, Boulogne-Billancourt, France

Software Technical lead and manager of a team of developers and researchers. In charge of the development and quality of a large C++ image processing library [AGILE/SCRUM management, C++].

2010-2011 Freelance developer

Development of Symbian and Android games and apps. Development of a webcam chat web application [C++, Qt, java, C, JS, python].

2006-2010 R&D Engineer

European Southern Observatory, Munich, Germany

Development of display tools for browsing the [ESO astronomical archive](#) and monitoring the progress of sky surveys operations (see VirGO and SVMT projects). Design & architecture for the [ESO meta-data archive](#) [C++, Qt, OpenGL, Virtual Observatory standards].

2003-2006 R&D Engineer

Paris Astronomical Observatory, Meudon, France

For the satellite GAIA of ESA: development of on-board algorithms and of a detailed image simulator. Definition of technical specifications and calibration procedures [C, Java, real time, CCD and instruments modeling, image processing, technical reports, international meetings].

2003 Freelance developer

Development on Stellarium for use in planetariums domes.

2002 Intern (4 months)

Paris Astronomical Observatory, Meudon, France

Development of an on-board stars detection algorithm for the satellite GAIA of ESA [C, image processing, technical reports].

2002 Intern (3 months)

eQweb, Villeurbanne, France

Secure hosting [SSL, C, cgi, linux shell].

Education

1998-2003 M.Sc. in Computer Science and Engineering

INSA Lyon (Engineering school), Lyon, France

2002-2003 Exchange student

Tampere University of Technology, Tampere, Finland

Skills

Programming

OO Design ██████
C/C++ ██████
Qt ██████
OpenGL □█████
Java □█████
Python □□████
JS □□□█

Dev Tools

CMake CTest
GNU Tools
SVN Bazaar Git
Qt Creator
Visual Studio
Eclipse
Jira

OS

Linux
Windows
Mac OSX
Android
Symbian
Maemo/Meego

Language

French ██████
English ██████
German □█████
Spanish □□□█

Web

HTML CSS
JSON XML
jQuery
GAE AWS
Apache Lighttpd

Project Management

AGILE (Scrum)
Distributed Teams
Project Planning
Technical reports
Presentation Skills

Public Projects

Stellarium

An award-winning open source planetarium used by more than 15M users (author and lead of the project): www.stellarium.org

Voxel Invaders

A mobile game for Android, iOS and Symbian coded in C/OpenGL ES (co-author of the project): www.noctua-software.com/voxel-invaders

Retrocosmos

A mobile game for Android coded in Java played by more than 100k user: www.noctua-software.com/retrocosmos

SVMT

A plug-in for Stellarium for monitoring the progress of the VISTA and VST sky surveys operations: svmtdemo.hq.eso.org

VirGO

A plug-in for Stellarium with added capabilities for professional astronomical data: www.archive.eso.org/cms/virgo

Awards & Recognition

2012 Participate to Google Summer Of Code as a 2010 Winner of Nokia's Calling All Innovators

Final Project in the Signal Processing Laboratory [Research in Signal Processing, Neural Networks].

Other

Hobbies: astronomy, reading (classics, SF), pencil drawing, play the Darbouka, create computer music

Sports: running, swimming, roller skating, tennis

Owns the driving license

mentor for a student on contest: [Stellarium Mobile](#) as Stellarium [\[link\]](#) Best application for the Nokia N900 [\[link\]](#)

2011 Nominated "Qt Ambassador" as recognition for my "accomplishment and demonstrated skill as a Qt developer" [\[link\]](#)

2006 Stellarium awarded project of the month on sourceforge.net [\[link\]](#)

2010 Named as a member of "Forum Nokia Champion" recognition and reward program

2006 Stellarium won a gold award in the Education category of *Les Trophées du Libre* free software competition