

Julien PHILIP

18 Bvd de Cimiez, 06000 Nice, France

julienov.philip@gmail.com

+33 7 86 10 00 90

julienphilip.com

[linkedin](#)

Education

- 2016 - 2020 **PhD in Computer Graphics and Machine Learning - Université Côte d'Azur - Inria**
Sophia Antipolis, France. Graphdeco Team. Supervised by **Dr George Drettakis** - george.drettakis@inria.fr
- 2018 **Visiting Scholar - UC Berkeley's BAIR Lab**
During six weeks co-advised by Alexei A. Efros and Tinghui Zhou - tzhou12@gmail.com
- 2015 - 2016 **MSc in Applied Mathematics - École Normale Supérieure**
MVA (Mathematics, Vision, Machine Learning). Paris-Saclay University, France. *Summa cum laude*.
- 2013 - 2016 **MSc in Computer Science - Télécom Paris**
Institut Polytechnique de Paris, France. MSc in a Higher Education engineering school in France.
- 2011 - 2013 **Classes Préparatoires aux Grandes Écoles - Joffre High School**
Montpellier, France. Highly intensive training in mathematics, physics and theoretical computer science major.
Preparation for national entry exams to higher education engineering schools.

Professional Experience

- 2021 **Research Scientist - Adobe, London Lab**
- 2019 **Research Intern - Adobe, San Francisco** - Summer internship - C++/Pytorch
Developed the first relightable neural rendering method for interior scenes with full user control - mgharbi@adobe.com
Our 2018 project was one of the 11 selected out of more than 200 and **presented at Adobe MAX** as LightRightSneak.
- 2016 - 2018 **Teaching Assistant - Polytech Nice, France** - Javascript/Php
Designed and taught two web programming courses to **100**, second year, undergraduate students.
- 2016 **Research Intern - Airbus Defence and Space, Toulouse, France** - OpenGL/C++
Designed a mesh cleaning tool based on PCA, **100x** faster than manual cleaning - cyril.robin@airbus.com

Publications

- 2021 **Point-Based Neural Rendering with Per-View Optimization**
Georgios Kopanas, **Julien Philip**, Thomas Leimkuehler, George Drettakis. Under review
- 2021 **Active Exploration for Neural Global Illumination of Variable Scenes**
Stavros Diolatzis, **Julien Philip**, George Drettakis. Under review
- 2020 **Relightable Neural Rendering of Indoor Scenes from Multi-View Images**
Julien Philip, Sebastien Morgenthaler, Michael Gharbi, George Drettakis. Under review
- 2020 **Multi-view image-based editing and rendering through deep learning and optimization**
Julien Philip. PhD Thesis
- 2020 **Repurposing a Relighting Network for Realistic Compositions of Captured Scenes**
Baptiste Nicolet, **Julien Philip**, George Drettakis.
ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games
- 2019 **Multi-View Relighting Using a Geometry-Aware Network**
Julien Philip, Michael Gharbi, Tinghui Zhou, Alexei Efros, George Drettakis. **SIGGRAPH**
- 2019 **Deep Blending for Free-Viewpoint Image-Based Rendering**
Peter Hedman, **Julien Philip**, True Price, Jan-Michael Frahm, George Drettakis, Gabriel Brostow. **SIGGRAPH Asia**
- 2018 **Plane-Based Multi-View Inpainting for Image-Based Rendering in Large Scenes**
Julien Philip, George Drettakis. **ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games**

Languages

French: Native
English: Fluent
Japanese: Scholar
Spanish: Scholar

Reviews

Siggraph - 2020,
Eurographics - 2020,
ICCV - 2021,
Gretsi - 2019

Invited Speaker

Bentley - 2020, **CVPR** - 2020,
Airbus - 2019, **NASA JPL** - 2019,
UC Berkeley - 2018, Stanford -
2018

Coding

C++
Pytorch
Tensorflow
OpenGL
Python

Interests

Judo (1st Dan)
Drums
Play in a band