

Joseph Henry

Developer

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www.johhnry.com



Education

2020 – 2022
Montpellier

Technical director master degree
(Pipeline TD)
ArtFX

ARTFX
SCHOOL OF
DIGITAL
ARTS

2017 – 2020
Paris

Double major in Computer science and
Design (digital, product, service)
ENSCI les Ateliers / Sorbonne Université

ENSci
LES ATELIERS

SORBONNE
UNIVERSITÉ

2017
Paris

Bac S mention très bien
Lycée Jean Baptiste Say 75016

Skills

Programming languages :



System :



3D packages :



Projects

Silex : modern pipeline

→ [ArtFX](#)

ArtFX pipeline for last year's short movies.
Flexible action system and web based UI / desktop
application.

React / GraphQL / Typescript / Electron front-end,
Python actions, Socket.IO, Kitsu integration

Harvest : statistics for Tractor

→ [ArtFX](#)

Harvest is a statistics tool for Pixar's Tractor render
farm system.

React / Recharts plotting library

Genuary : creative coding

→ [Personal project](#)

Genuary is one coding sketch a day during
January. Generative art and perfect loops.

Processing and p5.js

Portfolio website

→ [Personal project](#)

Statically built portfolio website with custom
Rust generator. (www.johhnry.com)

Vanilla HTML, CSS and JS