

## **Robin Lobel**

1984 – Paris

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### **WORK EXPERIENCE**

- 2017 Launch of my software MAGIX SpectraLayers Pro 4
- 2015 Launch of my software SONY SpectraLayers Pro 3
- 2013 Launch of my software SONY SpectraLayers Pro 2
- 2012 Launch of my software SONY SpectraLayers Pro
- 2012 Audio postproduction for SONY PICTURES (MEN IN BLACK 3)
- 2012 Realtime 3D rendering algorithm R&D for AMA STUDIOS (UBISOFT sister company)
- 2010 3D camera system R&D for LNPROD (Gaetan Roussel video clip)
- 2009 Launch of my software DIVIDE FRAME GPU Decoder
- 2008 Development for ENODO (adding features to CRYENGINE 2)
- 2007 Developer at TRIMARAN (project for national TV FRANCE 2)
- 2007 Infographist at HECTIC ELECTRIC (advertising, motion pictures)
- 2006 3D R&D engineer at NASKA FILMS (advertising, motion pictures)
- 2005 Infographist at LA MANDARINE (advertising)
- 2003 Webdesigner for UNEDIC
- 2002 Launch of my software MidiXGTracker

### **OTHER EXPERIENCE / AWARDS**

- 2017 SDC judge and presenter at the 143rd AES Convention (New York), « Fast Local Sharpening »
- 2017 SDC judge at the 142nd AES Convention (Berlin)
- 2016 US Patent US20160213333 published « Spectral Electrocardiography (SECG) »
- 2016 SDC judge at the 140th AES Convention (Paris)
- 2015 Cine Gear Expo – Technical Award (SpectraLayers Pro 3)
- 2014 Sound On Sound – Editors Choice Award (SpectraLayers Pro 2)
- 2013 Electronic Musician – Editors Choice Award (SpectraLayers Pro)
- 2012 TEC Awards - Nomination (SpectraLayers Pro)
- 2012 Audiofanzine – Innovation Award (SpectraLayers Pro)
- 2012 Audio Media – Gear of the Year (SpectraLayers Pro)
- 2010 Three of my experimental video clips shown at a DISNEY/PIXAR event in Paris (RADIO NOVA)
- 2009 Invention of a new 3D anaglyph technic (Magenta-Cyan based)
- 2008 Invention of a new realtime 3D rendering technic: SSDM (Screen Space Displacement Mapping)
- 2008 Development of Airosuite (a Wifi Access Points geomapping and cracking suite)
- 2007 Short movie Lulu dans le Metro (director, official selection PROTOTYPE FESTIVAL)
- 2007 Research on 3D sensors using ultrasounds
- 2007 Speech about four of my research projects at PARIS ACM SIGGRAPH
- 2006 Research on a 3D camera system with funding from DASSAULT SYSTEMES
- 2005 Short movie La Muraille (director, official selection PROTOTYPE FESTIVAL)
- 2005 Publication of my TEMPEST research in international security magazine HAKIN9 (front page)
- 2004 Invention of a true realtime per-pixel 3D displacement mapping rendering algorithm
- 2003 Research on the TEMPEST System (Treatment of Compromising Electromagnetic Emanations)

### **LANGUAGES**

French, English