

## Kyles Stephane

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Nationality: **French / American.**

Born: 21 April 1979, Pontiac, Illinois (USA).

Age: 32 years old.

**Portfolio** : <http://kyles.subnetworks.org/>



### Specialities

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**Strong interest in real-time 3D rendering techniques and game development.**

Im a Designer / Artist / Programmer installed in Prague since 2006, I finalized my studies in Visual arts and afterwards moved to Prague. I worked on various ambitious projects dealing with arts and new technologies. Since 2008 i started to work on my own multimedia engine to cover various fields for realtime computer interaction, such as Motion Capture, 3D visualization / Physics Simulation, Computer vision, Games. Ill be glad to join a team of developers working for R&D, Tools, Game Engine Architecture / Design Development.

### Professional experience

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- 2008/2011 Lead developer at Subnetworks.
- 2007/2011 Project Manager at CIANT ( International Centre for Art and New Technologies )
- 2006/2011 Computer graphics programmer 3D / C++ Multimedia development at CIANT.
- 2001/2006 Project Manager at M2FCreations.
- 2003/2004: Technical operator, FUJIFILM laboratories - France.
- 2002/2004: Webmaster/ Webdesigner/ Flash developer - France.

### Diplomas

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- National Diploma of Visual Arts (DNAP).
- Baccalauréat in Tertiary Sciences and Technologies (STT).

### Education

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- 2005/2006: Artist in residence, Prague, Czech Republic.
- 2001/2005: National School of Art, Aix en Provence.

### Languages

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French ( Expert ), English ( Advanced ), Czech ( Intermediate ), German ( Beginner)

### Technical skills

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#### Computer Programming Languages :

C - (Advanced, 8 years experience) - C++ - (Advanced, 5 years experience)  
STL - (Intermediate, 4 years experience) - C# - (Intermediate, 2 years experience)  
SQL - (Intermediate, 4 years experience)

#### Multimedia Programming :

OpenGL, DirectX (Intermediate, 3 years experience) - Ogre3D - (Advanced, 4 years experience)  
PhysX - (Intermediate, 2 years experience) - OpenAL - (Intermediate, 2 years experience)  
DirectShow- (Intermediate, 3 years experience) – QuickTime Sdk- (Intermediate, 3 years experience)

**IDE:** Microsoft Visual Studio, CodeBlocks.

## -2008/2011 Lead developer at Subnetworks \_\_\_\_\_

- Development of **NxGraphics multimedia framework**. [CodeBase & Svn](#)  
NxGraphics is composed of modules for realtime rendering / game / Physics states.  
NxGraphics – 3D Rendering – Animation - Scripting – Physics.  
NxNetwork – Network GamePlay synchronization.  
NxSound – Audio driver – File streams – 3D spatialization - Audio plugins.  
NxVideo – Video/Flash/Stream Texture Pool – Video Plugins.  
NxDevice – Device management system.
- Development of **RayCast**, a 3D Editor using NxGraphics.

## -2007/2011 Project Manager at CIANT ( International Centre for Art and New Technologies ) \_\_\_\_\_

- Coordination of MEDIA programme Projects.  
Transistor **2011** – Professional Audiovisual Workshops, Stereoscopy 3D techniques for Movie Making.  
<http://transistor.ciant.cz>
- Creation / Management / Dissemination of Culture 2007-2013 Projects.  
Coordination of Immediate Project **2007** - Immersive Media Dance Integrating in Telematic Environments.  
**c++ Tools development – Motion Capture – Interactive Audio Environment.**  
Partners from France, Slovenia, Germany, Turkey, Slovakia.  
<http://www.immediate-project.eu>  
  
Coordination of Adapt Project **2009**- Advancing Digital Art Performance Techniques.  
**c++ Tools development – Realtime Motion Capture - Interactive Physics Environment.**  
Partners from Portugal, Romania, Belgium.  
<http://adapt-project.eu>

## -2001/2006 Project Manager at M2FCreations \_\_\_\_\_

- Festival **Gamerz** is an annual exhibition dedicated to game tweaking.  
Devoted to game and diversion in contemporary creation, GAMERZ yearly gathers french and international artists, researchers and professionals on the topic of Game art. Coming from various european networks, they all join the festival in order to share practical and theoretical views. Exploring the borders between art and new technologies, the programme is particularly rich and innovating, including exhibitions, performances, workshops, conferences and professional meetings.  
<http://www.festival-gamerz.com>

## Solo Exhibitions and Artworks

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### **Subway Layout – Interactive Installation -2007**

Interactive installation analysing and reproducing the lineal transformation of navigating in public spaces. The piece navigates the architectural context of the metro in Prague. A continuum of images representing journeys on the metro, previously recorded from the beginning to the end of the line, bringing us into close contact with architectural details, textures and the travellers in the long tunnels.

#### **Presentations**

Amber10 – Datacity Festival 2010 – Istanbul – Turkey.

Tenerife - Biennial Of The Canary Islands – 2009.

Enter3 – Festival for Arts, Sciences and technologies 2008 – Prague – Czech Republic.

Ciant gallery – 2007 Prague – Czech Republic.

### **Webuzzle – Interactive Installation - 2006**

Webuzzle is an example of the sophisticated lineage between contemporary technologies and creative web experimentation. Stephane Kyles has gone on with his interest in distribution and redistribution of images and sounds in web environments. This installation could be two games in one: the solver tries to uncover the web picture hidden beneath the decomposed squares, then comes back and replays a memory challenge puzzle to try to beat his or her best score for fewest tries in order to access the next web pictures.

#### **Presentations**

Gamerz Festival – Aix en Provence – France.

Amber 08 festival – Istanbul – Turkey.

## Group Exhibitions

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December 2010 – **AdaptAct.**

The ADAPT:act performance explores interconnections of basic elements of perceivable world through fusion of live performance/contemporary dance and interactive virtual scenography. ADAPT:act shows the basic components of light, sound and movement and superimposes them to create complex multilayered experience of actual moment.

**Light / Laser / Dmx programming – Remote Control System – Ipad Development.**

April 2009 – **Golem.**

GOLEM is a dance performance telling the story of artificial man. It is based on the use of advanced audiovisual technologies such as granular sound synthesis, real-time 3D environments and computer systems for capturing movement. The dancer becomes both on-the-fly choreographer and co-author of the sound composition. Through the dance movements he pilots the sound part as well as influences the virtual projected scenography.

**Realtime Motion Capture – Raycast 3D Editor.**

## Extended experience

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Selected for an European residence within the mapXXL program in Czech Republic.  
The International Mobility Programme mapXXL was organised by Pépinières européennes pour jeunes artistes in cooperation with appointed national Art coordinators.

Programmer of Wj-s Software, 2005.

Website : <http://www.wj-s.org/>

WJ-S is a software and a flexible public device for web performances allowing WJ-S (webjays, artists, web addicts and web mutants) to play live with text, sound and visual content available on line. WJs take the control of a multiscreens environment and surf at distance in different browser windows simultaneously. WJ-S is a visible and collective experience of the surf. WJS is an immersive experience in the flux.

Participation to various EU projects :

Post-Me New-ID, 2009

Website : <http://www.postme-newid.net/>

Post Me\_New ID examines the complexity of 21st century European identity through an exploration based on the effect of digital technologies of the body and identity. An active and public Blog is fed by a series of debate led Research Engines with a Forum, Book and DVD as the end products. In addition a series of Creation Processes will result in a public Installation / Performance. **Realtime Video Processing, Veejaying, Tools Development.**