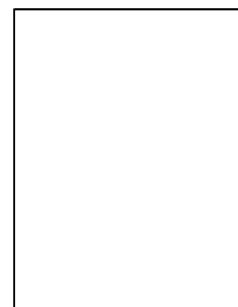


Julien CASTET

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38000 Grenoble

Date of birth : 06/04/1981
Place of birth : Aureillhan, France
Driving license

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Education

- 2005 MASTER Research Art Science and Technologies ,
Polytechnics National Institut of Grenoble (038) France
- 2004 MASTER Physics and Applications,
University Luminy of Marseille (013) France
- 2003 LICENCE Electronics Electrotechnical and Automatic (EEA), mention AB,
University Paul Sabatier of Toulouse (031) France
- 2002 DEUG Sciences de la Matière,
University Paul Sabatier of Toulouse (031) France
1^e degree: option Applied Math and Data processing, mention AB
2^e degree: option EEA
- 1999 A-levels SCIENTIST, mention AB,
College Marie Curie of Tarbes (065) France

English / German : good skills, both written and oral

Knowledge of computer science:

Office	Windows, OS X, Linux (Latex, Word, Excel, PowerPoint, Staroffice, Openoffice...)
Programming	C, Java, Matlab (+Simulink)
Programming graphic	MAX -MSP (« externals » programming)
Automatic	Description VHDL (environment Maxplus - Altera), Programmable automat (TSX 37 – Télémécanique - language LIST)
Electronics	Spice Lab
Music	Cubase, Protools, Acid, Genesis (Environment of Musical creation with physical model)

Work experience

- 1999 (1 month) Painter and decorator, Private enterprise Bombail (065)
- 2000 (15 days) Personal assistant of fitting a sound system, Festival Jazz de Ramatuelle (013)
- 2000 (3 months) Painter and decorator, Private enterprise Bombail (065)
- 2001 (1 month) Building supervisor, Private enterprise Bombail (065)
- 2002 (1 month) Fish merchant, Intermarché (040)
- 2003 (10 days) Farm Hand (032)
- 2004 (4 months) Training course, Laboratoire de Mécanique et Acoustique, National research center CNRS (013)
Subjet : Study, design and development of an experimental prototype of musical electronic instrument inspired by guitar.
- 2005 (4 months) Training course, Laboratoire de L'ACROE, Association for Creation and Research on Expression Tools (038)
Subjet : Instrumentarium GENESIS, Composition development in the environment of musical creation with physical model GENESIS)

Center of interests

- Music**
- o Guitar experience in different music schools (8 years)
 - o Participation at a lots of concerts, and festivals with different bands
 - o Computer music experience in Musicale (school of Toulouse)
 - o Participation at singing and vocal expression lessons which lead onto a choir of improvised music (Concerts, acoustic experience)
- Activités**
- o Writing, Cinema, Theatre, Concert
- Travels**
- o Germany (lots of stay), Sénégal, Egypt, Guadeloupe, République of Dominican
- Sport**
- o Football, Montains

Musician and scientist for a lot of years, I am really interested in the utilization of new technologies for the musical creation.

Arising from a DEUG, Science of Matter, and from a Licence, Electronic Electrotechnical and Automatic, graduated in Toulouse, I have afterwards integrated the Master "Physics and Applications" (University Aix- Marseille II) in order to do an internship in the Computer Music team of the Mechanics and Acoustics Laboratory (Marseille). During this internship, entitled « Study, design and development of an experimental prototype of musical electronic instrument inspired by guitar », I discovered the impassioning links existing between musical creation and scientific research. From gesture capture to synthesis parameters, my work has covered the electronics needed for the data acquisition, signal processing, parameters mapping and real - time sound synthesis programming (Max- MSP environment). I discovered in research a really good means to be fulfilled in my scientific aims.

Currently, I am doing my master internship at ACROE (association pour la création et la recherche sur les outils d'expression) in Grenoble (Claude Cadoz's team). My subject is the development of an « instrumentarium » in the environment of music creation with physical models. This project allows me to acquire solid skills in several fields of research linked to art and science : multisensorial perception, human computer interaction, real - time physical simulation and gestural interface, multimodal scenes analysis and perception, cognitive psychology, physical modeling...