Thomas Convard

Convard is a Technical Product Manager at Epic Games in Cary, N.C., where he is designing the next generation of interactive 3D software for manufacturing and product design. Epic Games is the maker of the Unreal Engine platform, the industry-leading tool for the creation of real-time 3D applications.

Previously, Convard worked as a Research & Development engineer in the Aerospace and Defense sector, promoting the use of real-time computer graphics and Virtual Reality technologies for industrial processes. He studied Computer Science at Université Paris-Sud, France, where he received his Ph.D. degree in 2005 for his work on Virtual Reality for Computer Aided Design. His research has been published in peer-reviewed journals, and he served on the Scientific Committee of International Conferences.