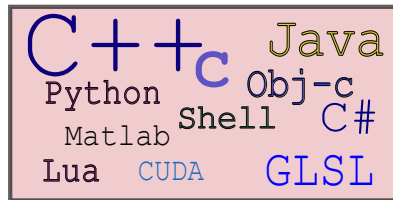


Anis Benyoub

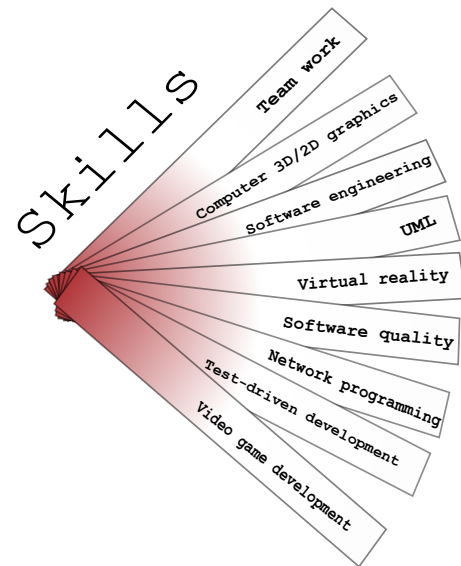
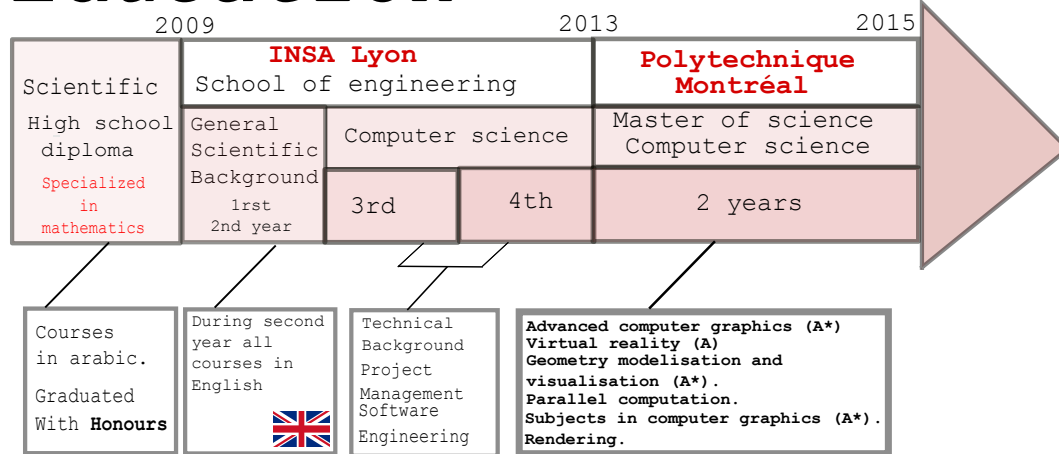
Av. Ellendale, Montréal
Quebec, Canada.

(+1)514-430-8935
benyoub.anis@gmail.com
<http://auzaiffe.alwaysdata.net>
<https://github.com/AnisB>

situation: student
mobility: international



Education



Work Experience

Storytelling and vizualisation - M.Sc thesis	2014
◦ Developing a methodology to automate the script and the camera movement for huge scientific simulations [OpenGL/CUDA/C++].	
Directional dipole for subsurface scattering	2014
◦ Developing an importance sampling methodology for this BSSRDF model (With Dr. Toshiya Hachisuka, Dr. Derek Nowrouzezahrai and Dr. Jeppe Frisvald)	
Teacher assistant - Ecole polytechnique Montréal	2014
◦ Classes of 50 students about computer graphics.	
Video game AI developer - Eugen Systems - 4 Months	2013
◦ Developing the game engine (Real time strategy[C++, Python]. ◦ Working on gameplay features for AAA games [Wargame AirLand Battle, Wargame Red Dragon].	
C++ Developer - CNRS (Lyon, France)- 3 Months	2012
◦ Development of a templated interactive scene viewer based on a 3D rendering engine [C++/OBJ-C, Ogre3D, Python]. https://github.com/DGtal-team/DGtal	
Game Engine Developer - Basketball Pro Management	
◦ Development of a 3D engine for simulating basketball games [Mogre/C#/CG].	

Developer experience

Os	IDE
Linux	Qt
Windows	Visual studio
MacOSX	Netbeans
Engines	Tools
Ogre3D	CMake
Love2D	Boost
Bullet	SVN
osg	GIT
VRJuggler	DOXYGEN
CG	Other
3D Pipeline	Inkscape
OpenGL 4.3	Sublime text
GPGPU	
CUDA	

Languages

English	Fluent ◦ 2nd year: Courses in english. ◦ 1 year in canada. ◦ TOFLE-IELTS(580) / TOEIC(910)
French	Native speaker
Arabic	
Italian	Read, written
Japanese	Beginner (2 years).

Projects

◦ Airplane simulator in virtual reality environnement CAVE. [OpenSceneGraph, VRJuggler]		◦ 3D Game engine Donut [OpenGL 4.1, Multi-thread, GLSL (Geometry shader, Tessellation), State engine, Networking, GUI].	
◦ Design and develop an independent network cooperative game. Involving a complete video game developement team: Field.[Love2D, Lua, GLSL]		◦ Realtime raytracer with compute shaders acceleration, Microfacet BRDF, Octree. [GLSL, OpenGL 4.3]	
◦ Design and develop a 3D, network multiplayer first person shooter C++, python, OGRE3D, SFML, Bullet physics, Blender. http://auzaiffe.alwaysdata.net/stickman		◦ A 3D physics engine OGRE3D compatible [C++]. http://auzaiffe.alwaysdata.net/Inertia	
		◦ Creating several games while game jams (~12 games) [Lua Java Python].	

Other

TEDxINSA Organiser

JV@INSA - Founder
Association, promotion of indie game development, conferences, game jams.

Etic (Junior enterprise)
ERP - Open source dev.
Android dev.
Internal events.
Annual Revenue~100KE

Music
Piano.

Sport
Rugby.

Game development,
Open source development,
Hardware development.

