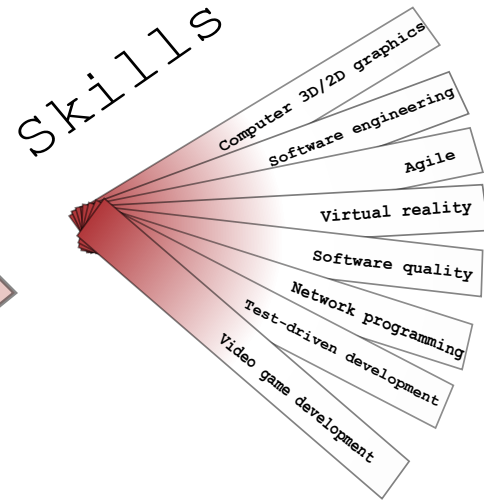
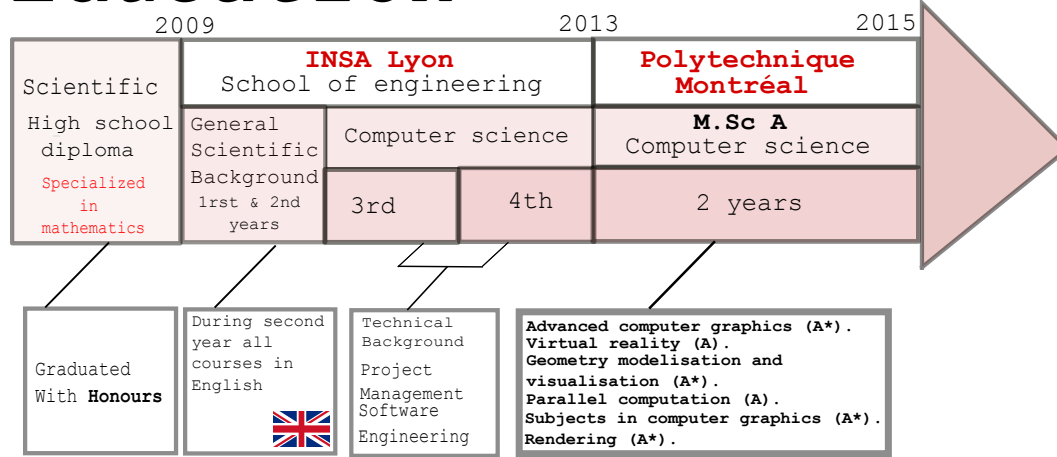


Anis Benyoub

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<http://anisb.github.io/index.html>
<https://github.com/AnisB>

C++c Lua
Python OpenCL
Matlab Shell Java
CUDA C# GLSL

Education



Work Experience

Software Engineer - Media and entertainment - 8 months	2015
o Geometry processing and pipeline optimization within the 3DS Max and Stingray teams [R&D/C++/Max SDK]	
Storytelling and visualisation - M.Sc thesis	2014
o Developing a methodology to automate the script and the camera movements for huge scientific simulations [OpenGL/CUDA/C++].	
Directional dipole for subsurface scattering	2014
o 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
o Classes of 50 students about computer graphics.	
Video game AI developer - Eugen Systems - 4 Months	2013
o Developing the game engine (Real time strategy [C++/Python]). o Working on gameplay features for AAA games [Wargame AirLand Battle, Wargame Red Dragon, Act of Agression].	
C++ Developer - CNRS (Lyon, France) - 3 Months	2012
o Development of a templated interactive scene viewer based on a 3D rendering engine [C++/Ogre3D/Python]. https://github.com/DGtal-team/DGtal	

Developer experience

OS	IDE
Linux	Qt
Windows	Visual studio
MacOSX	
API	Tools
Ogre3D	CMake
Love2D	Boost
MPI	GIT
MAX SDK	SVN
VRJuggler	DOXYGEN
OpenMP	Other
	Inkscape
	Sublime text

Languages

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

Projects

o Airplane simulator in virtual reality environment CAVE. [OpenSceneGraph/VRJuggler]		o 3D Game engine Donut [OpenGL 4.1, Multi-thread, GLSL (Geometry shader, Tessellation), State engine, Networking, GUI].	
o Design and develop an independent network cooperative game. Involving a complete video game development team: Field.[Love2D, Lua, GLSL]		o CPU offline rendering engine (PT, BPT, PM, PSSMLT, AO, etc.) for various mediums (BSDF, BSSRDF).	
o Design and develop a 3D, network multiplayer first person shooter C++, python, OGRE3D, SFML, Bullet physics, Blender. http://auzaiffe.alwaysdata.net/stickman		o Realtime raytracer with compute shaders acceleration, Microfacet BRDF, Octree. [GLSL, OpenGL 4.3]	
		o A 3D physics engine OGRE3D compatible [C++]. http://auzaiffe.alwaysdata.net/Inertia	
		o Creating several games during 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. Internal events.	
Annual Revenue~100KE	
Music	
Piano.	
Sport	
Rugby.	
Game development, Open source development, Hardware development.	