ROBIN DONNAY

C++ DEVELOPER

CONTACT

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SKILLS

English: TOEIC (2019) level C1

- C/C++
- C#
- Python
- GNU/Linux
- Git
- Unity
- Qt
- OpenCV
- OpenGL/GLSL

HOBBIES

- Foosball competition: Amateur Champion Québec 2018
- Reading : computer science culture, video game, SF, Psychology
- Video Games : Kingdom Hearts & Rocket League
- Jogging
- Caneles
- Beers

LINKS

https://www.linkedin.com/
in/robin-donnay-83781672/

https://aros69.github.io/RobinDonnay/

WORK EXPERIENCE

TOOL DEVELOPER
8SEC - Lyon | November 2020 - Today

- SDK Integration (Adjust, Firebase, GameCenter, Google Cloud Platform)
- Build automation iOS and Android (Fastlane, Jenkins)
- Game development tooling (level editor, save state system, debug menu, ...)
- Game analysis and optimization

INTERNSHIP TOOL DEVELOPER
Albyon - LYON | March 2020 - August 2020

- 3D assets verification tool integrated to 3DS Max and Maya
- Annotation tool integrated to Unity VR experience

TUTORING COORDINATOR & COMPUTEUR SCIENCE TUTOR
Université Claude Bernard, Tutorat Sciences - VILLEURBANNE | September 2018 - June 2020

- Team Management, recruitment and training
- Pedagogy and communication with administration, teachers and students

INTERNSHIP BACK-END DEVELOPER
Université de Montréal, Groupe de recherche GEODES - MONTREAL | May 2018 - July 2018

- Development of the communication between data bases and a software of file creation in real-time collaboration

PROJECTS

2020
- Ballistic Overdrive : Asymmetrcial online multiplayer FPS (3 vs 1)
- Redering Engine CPU for RayTracing
- KiVe : Plugin linking a Kinect camera to an HTC Vive headset for complete body recognition during VR experience

2019
- Mesh manipulation tool
- Figures of Phil : Serious game about figures of styles
- Movie Director Simulator : 3d video game about cinema
- Mini games based on full body recognition using OpenCV

2018
- Full Metal Battle Gear : Robot fighting game in 2d (2nd place and honnor price at the Battle Game Jam Montréal)

EDUCATION AND TRAINING

COMPUTER SCIENCE AND 3D TECHNOLOGY MASTER DEGREE
Université Claude Bernard Lyon 1 | 2018 - 2020

Rendering and video game

COMPUTER SCIENCE BACHELOR DEGREE
Université Claude Bernard Lyon 1 et Université de Montréal | 2015 - 2018