GINESY Louis

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Driver License (B)
Website (Portfolio)
LinkedIn page

Programming languages:
- C++, C#, C, Java, Python
- Java Swing, Qt (C++)

Game engines:
- Mastery of the *Unity* game engine
- Mastery of the *Unreal Engine 4/5*

Multimedia:
- Mastery of 3D software *Blender*
- Great level in photo editing (*GIMP* mastery)
- Great level in video editing (using *Adobe Premiere Pro*)

Key skills:
- Graphic Computing (shape analysis, animation, rendering)
- Human-Computer interface development
- Great level in mathematics, Physics and Electronics
- Gameplay development
- Online multiplayer game development (GGPO usage)
- Mobile development (Android)
- Virtual and Augmented reality
- Videogame oriented Artificial Intelligence
- Notions of game design
- Notions on databases (SQL)
- Notions of Image processing

Languages:
- French (mother tongue)
- English (C1)

Hobbies:
- Swimming and Climbing
- Modelling and animating 3D models
- Drawing and Painting
- Playing guitar

HUMAN-COMPUTER INTERACTION & GRAPHIC COMPUTING ENGINEER

Available from September 2022

Education

Institut Polytechnique de Paris : IDG - 2021-2022
Interaction Graphic & Design (IGD) master's degree at the Institut Polytechnique de Paris at Palaiseau (France, 91).

Télécom Sudparis (TSP) - 2018-2021
Engineer school located in Evry (France, 91), specialized into networks and digital. I attended the final year class Jeux vidéo, Interactions et collaborations Numériques (JIN) (videogames and digital interactions).

CPGE Lycée Masséna - 2016-2018
Scientific preparatory class located in Nice (France, 06). I attended PCSI and PSI classes.

Work Experience

Final year internship (IGD): **Mario+Rabbids** – *2022*
Final year internship (IGD) as a C++ Tool Programmer at Ubisoft. I edited the proprietary game engine Snowdrop for the upcoming game *Mario+Rabbids: Sparks of Hope*.

Final year internship (TSP): **Rugby 22** – *2021*
Final year internship (TSP) as a C++ Gameplay Programmer at Eko Software. I worked on the game Rugby22 using the proprietary game engine Cintia.

Guided Research Project: **VR Perspectives** – *2021*
Development of a *Virtual Reality* application on *Unity* to measure the impact of using other viewpoints than the first-person perspective.

Shape Analysis & Representation *Project – 2021*
Implementation of the paper As-Rigid-As-Possible Surface Modeling in *C++* using the *Libigl* library.

AdvUI Project: **Nodal World** – *2021*
Simulation game in which the user defines the rules of his world using various tools including a nodal programming window. The application was developed in *Java* with *Swing*.

Final year project: **Myth Busters** – *2020-2021*
Fighting game developed on the *Unreal Engine 4*. It can be played online thanks to the implementation of the middleware *GGPO* (rollback system).

Associative Commitment - 2018-2020
President and founder of Le RIG (CGI club), vice-president of Gamint (club that organizes LANs), member of the art office (BDA) and application to the student office (BDE).