CASSARD SÉBASTIEN

Grenoble INP - Ensimag Engineer
Computer science and applied mathematics

Personal Information

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🌐 http://sebastien.cassard.fr/

🚗 driving license

📍 113 rue de Crochet
28230 Droue Sur Drouette, FRANCE

Skills

⚙ Development Tools

- Unity3D
- C#
- C
- OpenGL
- Java
- Python
- C++
- Git

Know-how

- 3D Graphics
- Real-time rendering
- Gameplay Design
- Intelligent systems : Recognition and reasoning
- Object oriented programming
- Concurrent programming
- Parallel Computer Organization and design
- Optimization algorithms:
  - approximation algorithms
  - randomized algorithm
  - metaheuristic

🌐 Languages

- French   : Native language
- English   : Fluent *(TOEFL : 88/120)*
- Spanish   : Advanced
- Japanese : Beginner.

🎓 Education

Chalmers University of Technology
erasmus academic semester
2018-2019 : *Chalmers University - Göteborg Sweden*

National Superior School of Computer Science and Applied Mathematics of Grenoble
Engineering school
2016-2019 : *Grenoble INP - Ensimag*

💼 Experiences

Unity 3D Software Engineer
WeWantToKnow AS | Mars 2019 - September 2019
📍 Paris

- Development of an OAuth2 authentication module for Unity engine.
- Writing a dependency resolution algorithm for the *Uplift.* package manager

C Developer
Kernel Software | June 2017 - August 2017
📍 Paris

- Development of an optimal flight schedule generator to meet the constraints and objectives of the airline companies.

Matlab Developer
LaBRI | May 2016 - June 2016
📍 Bordeaux, Bordeaux computer research laboratory (LaBRI)

- Programming and testing of different machine learning algorithms with Matlab.

☀ Hobbies

Game development
- Participation in game jams
- Personal projects on itch.io.

Member of the Grenoble INP Magic Club
- Since 2016.
- Close up performances for events.

Archery at expert level
- Since 2008.