CASSARD SÉBASTIEN



Personal Information



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driving license



113 rue de Crochet 28230 Droue Sur Drouette, FRANCE



Skills



Development Tools

- Unity3D C#
- OpenGL Java Python



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



Canguages

French: Native language

English: Fluent (TOEFL: 88/120)

Spanish : Advanced

• Japanese : Beginner.

Grenoble INP - Ensimag Engineer

Computer science and applied mathematics



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



 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.