



# CASSARD Sébastien

## Tools Programmer



### Personal Information

☎ (+33) 601 765 201

✉ sebastien@cassard.fr

🌐 <http://sebastien.cassard.fr/infos/>

📍 Paris



### 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.



### Experiences

#### Blender Tools programmer

Habiteo | January 2020 - Now

📍 Paris

- Developing and maintaining addons (in Python) for Blender Software to help production team to create 3D products.

#### 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.



### Education

#### Chalmers University of Technology

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2018-2019 : *Chalmers University - Göteborg Sweden*

#### National Superior School of Computer Science and Applied Mathematics of Grenoble

Engineering school

2016-2019 : *Grenoble INP - Ensimag*



### Hobbies

#### Game development

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

#### Card Magic

- Since 2016.
- Performed Close up performances for events.

#### Archery

- Since 2008.