

Professional Experience



Software engineer apprenticeship
BLUENODE

2021 - Present

Paris, France

- Learned and programmed with the Unreal Engine C++ technical stack.
- Lead a R&D project on the integration of a new movement-capture technology in the Unreal tech stack.
- Developed an understanding of real-time rendering challenges for Unreal Engine's In-Camera VFX tech stack
- Worked effectively in a software development team
- Learned how to effectively extract requirements and specifications for a given problem