

FRANCOIS COULOMBE

Software Engineer & Fulltime Adventurer



WORK EXPERIENCE - 15 YEARS

Framestore	Software Engineer
Aug2019-Current	Being part of a team specialized in Location Based Virtual Reality working with Unreal Engine 4 using both Blueprint, C++ and C#.
Montreal	<ul style="list-style-type: none">➤ Developed new features and resolved multiple issues in the Virtual Production pipeline.➤ Developed different gameplay mechanisms using for Location Based VR project.
CAE	Software Engineer
Mar2017-Aug2019	R&D for the in house C++ OpenGL engine used within the CAE 7000XR flight simulator designed for commercial and military pilot training.
Montreal	<ul style="list-style-type: none">➤ Reducing the latency of in house AR/VR HMD by 16ms using a Timewarp/Reprojection algorithm.➤ Simulating the dust for desert helicopter training by developing a GPU particle system that is synchronized across up to 20 rendering nodes.
Emergent VR	Software Engineer
Aug2015-Aug2016	Helped this startup get funded for 2.2 millions and played a major role in the engineering of their Emergent software for the Oculus Gear VR.
San Francisco	<ul style="list-style-type: none">➤ Optimizing the image stabilization pipeline from 1 hour to 2 minutes by moving different computer vision algorithms to the GPU using OpenGL shaders.➤ Working on in house OpenCV Panorama stitching algorithm.
Google	Technical Leader
Feb2014-Aug2015	Started a new development team in Buenos Aires. We grew from 3 to 16 people over 1.5 year and took over 7 projects (C++/C#/Java/Python) that impacted millions of users.
Buenos Aires	<ul style="list-style-type: none">➤ Organizing/Planning the work for the different releases using their internal tracking software.➤ Reducing the cost of support for the line of products used to synchronize Microsoft Office with Google Apps by fixing several critical issues.
Dreamworks	Software Engineer
Jan2011-Jan2012	Contributed to Academy Award winning animation software Premo used in the movies: Kung Fu Panda 2, Puss in Boots, Madagascar 3, etc.
Los Angeles	<ul style="list-style-type: none">➤ Architecturing a C++ SDK for in house Rigging Software.➤ Improving their SCons build system with optimizations on speed by up to 40
Lucasfilm	Software Engineer
Jan2007-May2010	Core programmer for an engine that powered four Nintendo DS titles. (Star Wars: The Force Unleashed 2, Jedi Alliance and Republic Heroes). I helped with the shipping of The Secret of Monkey Island 1 & 2: SE.
Singapore	<ul style="list-style-type: none">➤ A Rendering & Asset pipeline for Nintendo DS, iPhone and Windows.➤ A silhouette normal mapping algorithm and a water shader for the Xbox 360.

EDUCATION

QANTM	Bachelor's Degree of Interactive Entertainment.
Australia	Games Programming Major
2005	Internship at Auran games which turned into my first job at a games company.

CREDENTIALS

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LANGUAGES

- French
- English
- Spanish
- C++, C#, Java, Python, Lua, etc

INTERESTS

- AR/VR
- Snowboarding
- Trekking
- Traveling