

➤ Gaëtan MONNIER

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http://gaktan.github.io



Personal profile

Young and highly dynamic junior graphics programmer located at Cergy, France.
Over two years of experience working as a game programmer.
Graduated in computer science at the Laval Institute of Technology, with the French equivalent of the HNC.
Currently working at Virtuos' french branch near Paris.
Determined, hard working, reliable, logical, intuitive, curious and with a positive attitude.

Summary of Key Skills & Strengths :

- ∞ **Programming:** C / C# / C++, Java / Android.
- ∞ **Shader languages:** HLSL, PSSL, GLSL.
- ∞ **Development:** Multi-threading, profiling, OOP, Git / P4.
- ∞ **Real time rendering:** Direct3D 11, GNM, OpenGL.
- ∞ **Debugging tool:** Renderdoc, NSight, Razor GPU/CPU, PIX, Telemetry.
- ∞ **Project management:** Planning, risk management, Agile (Scrum, XP).
- ∞ **Languages:** French (mother tongue), English (fluent), Spanish (beginner).

Education & Qualifications :

2013 - 2015

University of Maine's Institute of Technology, Laval, FRANCE
Graduated with a two year-technical course specializing in computer science.

2011 - 2013

Lycée le Mans Sud, Le Mans, FRANCE
French A-Levels (baccalaureat) in Management Sciences and Technologies

Professional project :

I am a Graphics Programmer in a very ambitious company. I want to increase my knowledge on computer graphics and improve my skills.

December 2016 - Today : Unannounced VR project (Virtuos)

- ∞ Refactoring of the graphics engine.
- ∞ Multithreaded rendering.
- ∞ Instanced stereo Rendering.
- ∞ VR specific implementation (OpenVR).
- ∞ Various optimizations to reach 90FPS (~10ms).



May 2016 - November 2016: Assassin's Creed: The Ezio collection (Virtuos)

- ∞ Porting three AAA games (Assassin's Creed II, Assassin's Creed : Brotherhood, Assassin's Creed : Revelations) PS3/XBOX360/PC to new consoles PS4/ONE. (Mainly Assassin's Creed II on PS4).
- ∞ Upgrading existing engine (Anvil) on Assassin's Creed II :
 - o Refactoring of the graphics engine.
 - o Multi-threaded rendering.
 - o New post-effect shaders.
 - o HDAO implementation.
- ∞ Implementing 4K checkerboard on PS4 Pro for the three games.



April 2015 - August 2015 : Internship in a video game company (Palm Studio)

- ∞ Developing a strategy / management mobile game (Maya Wars) on Android and iOS.
- ∞ Porting of a native application (C++) to Android mobiles.
- ∞ Mobile specific programming on Android and iOS (E.g. SDKs).
- ∞ Gameplay programming, visual programming (E.g. clouds, waves).
- ∞ Server-side (Javascript) and client-side (C++) programming.



January 2015 - April 2015 : work-assignment in Semester 4

- ∞ Making of a small 3D game from scratch, heavily inspired by Wolfenstein 3D.
- ∞ Learning of OpenGL (modern OpenGL).
- ∞ Making of an engine, gameplay programming, shaders.
- ∞ 3D Mathematics.



September 2014 - January 2015 : work-assignment in Semester 3

- ∞ Improving and updating a Scavenger hunt app.
- ∞ Experience in Oriented Object Conception and programming.
- ∞ Human-computer interaction and interaction design.
- ∞ Android programming in Java
- ∞ Put into practice of Scrum, interaction with clients.