

# ➤ Gaëtan MONNIER

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http://gaktan.github.io



## Personal profile

Young and highly dynamic junior graphic programmer located near Cergy, France.  
Freshly graduated in IT at Laval Institute of Technology, with the French equivalent of the HNC in computer sciences.

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** : Java / Android, C / C# / C++, WEB / PHP, SQL.
- ∞ **Development** : Algorithms, OOP, database administration, agile (Scrum, XP), Git / SVN.
- ∞ **Real time rendering**: OpenGL, GLSL, GNM, Unity3D.
- ∞ **Project management**: Specifications, Conception, 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 Graphic Programmer in an ambitious company to improve my skills.

### May 2016 - Today : Junior graphic programmer (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 graphic engine.
  - o Multithread 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 (Polm 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.