Gwenegan HUDIN

Software Engineer

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EXPERIENCE

Tools Programmer - Ubisoft Paris
01/2015 – Today

Worked on Just Dance 2016 and 2017, (now on undisclosed project).

International pipeline management, production support, UX.
Maintain and enhance an extensive software suite, and provide user-friendly automation solutions.

C#, WPF, WinForms, C++, Javascript, Python, Visual Studio, Perforce, Git

Unity Programmer (Intern) - IRISA Rennes
06/2014 – 08/2014

Joined a research lab team to develop immersive interactions and visual feedback in a VR cave scene.

C#, Unity3D, MiddleVR, SVN

Quality Insurance (Intern) - Jouve Group
06/2013 – 09/2013

Functional testing automation through Behaviour Driven Development.
Experience sharing and teaching to other teams.

PHP, Java, Python, Eclipse, Maven, Jenkins CI, SVN

Programmer - Ymagis
06/2012 – 08/2012

Picture to theater-friendly Multimedia Package conversion.
Port of existing Bash scripts to a fully-fledged Java app.

Java, Bash, NetBeans, Maven, SVN

EDUCATION

Master's Degree: Software Engineering- INSA Rennes
2010-2015

Computer Science school, graduated in July 2015.

Wide range of courses, specialized in Software Engineering

Exchange Semester - Polytechnique Montréal
Fall 2014

UX, Advanced Algorithms, Computer Graphics, Video Game Design, Web Programming

Erasmus Semester - Luleå University of Technology
Winter 2012

Functional and Logical Programming, Algorithms, Networks, Numerical Analysis, Swedish

Technologies

Programming languages
C#, C++, Python, Java, Javascript, C, OCaml, ProLog, Bash

Versioning systems
Git, Perforce, SVN

GUI programming
WPF, WinForms, GTK

Game engines
Unity3D, Ubi Art Framework

Web techs
HTML5/CSS3, MySQL, MongoDB, Node.js, AngularJS

Others
At ease on GNU/Linux systems (Debian or Arch based)
LaTeX documents writing

Languages

Français - French
Native

English
Proficient (C1)
TOEIC score: 990/990

Deutsch - German
Intermediate (B1)

Svenska - Swedish
Beginner (A2)

日本語 - Japanese
Beginner (A2)

Projects

Touch rhythm game - Pop'n Touch: Revengeance
2014

Multiplayer rhythm game on Microsoft PixelSense table.
C#, WPF, Visual Studio, Surface SDK 2, Git, UML

Desktop strategy game - SWOP
2013

Turn-based strategy game inspired by Civilisation and Smallworld board game.
C#, WPF, Visual Studio, Git, UML

Desktop tool - PyCubic
2013

Tool to open, manipulate and export mathematical cubic graphs in multiple file formats.
Python, GTK, Glade, Git

Organisations

InsaLan 9 Sysadmin Team Leader

Game servers configuration and maintaining, LDAP authentication, resources monitoring, timelapse and live cams setting on RPi computers.
GNU/Linux Debian, Bash, Python, SteamCMD, Munin, Git

Role-Playing Festival Webmaster

Creation from scratch and maintaining of existing websites for both the student club and the event for 3 years.
Joomla, PHP, MySQL, HTML5/CSS3

Interests

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