

# Gwenegan HUDIN

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Website : <http://ghudin.fr/>



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Experience	<b>Tools Programmer (Intern) @ Ubisoft Paris</b>	01/2015 – Present
	Multi-site (international) pipeline and production support. User assistance on a broad variety of processes and tools. Productivity tool development and sharing across multiple projects. C#, Javascript, Visual Studio, Perforce, Git	
	<b>Unity Programmer (Intern) @ Inria/IRISA</b>	06/2014 – 08/2014
	Development of a virtual environment targeted at VR platforms. Focused on immersive, natural interactions and visual feedback. C#, Unity, MiddleVR, SVN	
	<b>Quality Insurance (Intern) @ Jouve Group</b>	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	
	<b>Programmer (Project Assistant) @ Ymagis</b>	06/2012 – 08/2012
	Picture to theater-friendly Multimedia Package conversion. Port of existing Bash scripts to a fully-fledged Java app. Pair programming in Agile XP methodology. Java, Bash, NetBeans, Maven, SVN	
Formation	<b>INSA Rennes</b>	2010-2015
	Software Engineering school, graduating in Fall 2015. 2 years within International group. Wide range of courses, chose Languages, Systems and Networks path	
	<b>Polytechnique Montreal (Exchange)</b>	Fall 2014
	Video Game Design, User Experience, Advanced Algorithms, Computer Graphics, Web Programming	
	<b>Luleå University of Technology (Exchange)</b>	Winter 2012
	Functional and Logical Programming, Algorithms, Networks, Numerical Analysis, Swedish	

## Projects **Touch rhythm game - Pop'n Touch 2**

Tactile multiplayer rhythm game on Microsoft PixelSense table.

C#, WPF, MVVM, Visual Studio, Surface SDK 2, Git, UML

## **Desktop strategy game - SWOP**

Turn-based strategy game inspired by Civilisation and Smallworld board game.

C#, WPF, Git, UML

## **Desktop tool - PyCubic**

User-friendly tool to open, manipulate and export cubic graphs in multiple file formats.

Python, GTK, Git

Code snippets and project descriptions available on <http://ghudin.fr>.

## Skills **Programming**

- **C#, C++, Python**, Java, C, Javascript, OCaml, Haskell, ProLog, Bash
- Versioning systems : **Git**, SVN, Perforce
- GUI design with **WPF**, GTK
- **Unity3D** scene design and scripting
- Practical knowledge of HTML5/CSS3, PHP, MySQL, MongoDB, Node.js
- At ease on Windows OS and Linux distributions (Debian or Arch based)

## **Languages**

- French : Native language
- English : Very good understanding and writing (C1)  
Scored 990/990 at TOEIC test
- German : Intermediate (B1)
- Japanese, Swedish : Beginner (A2)

## 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. <http://oeilglauque.fr/>

Joomla, PHP, MySQL, HTML5/CSS3

## **LAN-Gaming club President**

LAN parties planning and organization for 2 years.

## Interests

Video games (CRPG, action-adventure, platform), various music genres (progressive metal, celtic folk, synthwave, classical), reading (sci-fi and fantasy novels), tabletop RPGs.

Love to swim, hike and travel.

Practised rock climbing and Yoseikan Budo (martial art) in club.