

Gwenegan HUDIN



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

Career	Tools Programmer (Junior) @ Ubisoft Paris Shipped Just Dance 2016, now working on undisclosed project. International pipeline management, production support, UX. Maintain and enhance an extensive software suite, and provide user-friendly automation solutions. C#, WinForms, WPF, Javascript, Python, Visual Studio, Perforce, Git	01/2015 – Now
	Programmer (Project Assistant) @ Ymagis 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	06/2012 – 08/2012
Internships	Unity Programmer (Intern) @ Inria Rennes Development of a virtual environment targeted at VR platforms. Focused on immersive, natural interactions and visual feedback. C#, Unity, MiddleVR, SVN	06/2014 – 08/2014
	Quality Insurance (Intern) @ Jouve Group Functional testing automation through Behaviour Driven Development. Experience sharing and teaching to other teams. PHP, Java, Python, Eclipse, Maven, Jenkins CI, SVN	06/2013 – 09/2013
Formation	INSA Rennes Computer Science school, graduated in July 2015. Wide range of courses, chose Software Engineering	2010-2015
	Polytechnique Montreal (Exchange) Video Game Design, User Experience, Advanced Algorithms, Computer Graphics, Web Programming	Fall 2014
	Luleå University of Technology (ERASMUS) Functional and Logical Programming, Algorithms, Networks, Numerical Analysis, Swedish	Winter 2012

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://whois.ghudin.fr>.

Skills **Programming**

- **C#, C++, Python**, Java, C, Javascript, OCaml, ProLog, Bash
- Versioning systems : **Git, Perforce**, SVN
- GUI design with **WPF**, WinForms, GTK
- Unity3D scene design and scripting
- Practical knowledge of HTML5/CSS3, MySQL, MongoDB, Node.js, AngularJS
- Windows OS and GNU/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.

Joomla, PHP, MySQL, HTML5/CSS3

LAN-Gaming club President

LAN parties planning and organization for 2 years.

Interests

Video games (RPG, 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.