

Jules Girodon

BP2460, 98703 Punaauia, Tahiti, FRENCH POLYNESIA

- ☐ **E-mail:** jules.girodon@gmail.com
- ☐ **Phone:** (+689)87-766-638
- ☐ **Website:** [www.kaisirak.com](http://www.kaisirak.com)

Profile

Motivated and skilled Lead Software Engineer and Web Developer with proficient game design knowledge. Demonstrated teamwork skills combined with solid leadership and project management. Fast learner with a thirst for new skills, organized and able to work under extreme pressure, heavy workload and deadlines.

Education History

**Epitech** Paris (Graduated September 2013)  
*Master's Degree In Computer Science*

Relevant Projects:

- Development of a Unix Shell copycat in C
- Development of a project management website in PHP, JavaScript
- Development of a Raytracing software in C
- Development of a pathfinding algorithm based on A\* with sampled dynamic weighting
- Development of a 2D game engine and a Shootem Up game in C++ with network multiplayer using Boost
- Development of an e-commerce website with Symfony2, PHP and JQuery
- Development of a VoIP program in C++ using QT, Boost for the network and Speex for compression
- Development of an FPS Horror/Puzzle game using Unity 3D and Cry Engine 3 as Final Year Project

**CSULB** Long Beach (2012)  
*Master's Degree In Computer Science*

Relevant Classes:

- Study of 3D programming using OpenGL, and creation of simple applications
- Study of game design's common practices and programming patterns
- Creation of a Tower Defense in JAVA, a physics based Platforming game with XNA and a Puzzle game in Unity 3D
- Creation of an accounting app on Android to manage daily expenses
- Development of multiple front end websites, and a Node.js backend server

Experience

**E3Prints** San Diego (2014 - Present)  
*Lead Developer*

Creation of a custom Online Designer for Business Cards in HTML5 with Fabric.js. Integrated with a custom PHP Framework and developed front end solutions (Admin side to adjust products, values, etc & Client side, allowing customers to order printed products and upload or create their designs.

Relevant Skills:

- Familiar with modern JS APIs such as Fabric.js or Phaser
- Integrated with a custom PHP Framework
- Used to Bootstrap
- Ability to work with deadlines

**Freelancer** Paris (2013 - 2014)  
*Game & Web Application Developer*

Development of several web projects, such as SongFeed (social music website) and whydontyouclick.me (social experiment). Creation of a mobile physics based puzzle game with Box2D. Development of an HTML5 multiplayer speed-typing game. Designed and created a few game prototypes.

Relevant Skills:

- Used to network technologies, with WebSockets and WebRTC
- Created tools to improve the creation pipeline for 3D assets
- Developed many shaders (wind effect, chromatic aberration, magma effect with cellular noise, galaxy effect with simplex noise, volumetric light scattering, per-pixel lighting...), and became familiar with GLSL and ShaderLab(Cg)
- Programmed simple games on multiple frameworks and game engines
- Designed and programmed websites and web-applications using JQuery and js APIs

**Smart Pixel** Paris (2012 - 2013)  
*Main Developer*

Lead the development of Jukeboard, web integrated music platform, managed a group of developers to meet a deadline, and researched optimal technologies.

Relevant Skills:

- Defined the roadmap of the next upgrades and worked on new features
- Developed scalable features using various libraries
- Created a web application and defined the network protocol for Jukeboard

**SNEDA** Nantes (2009 - 2010)  
*Internship as Programmer*

Worked on a GUI as well as many projects focused toward improving efficiency in the development department. The core aspect was creating small programs to speed up menial tasks.

Relevant Skills:

- Coordinated with coworkers to answer to their demands
- Researched the right technologies and advised (Esti@ and @rcil)
- Developed a coherent and modern GUI for the main product (SGS)

Key Skills

Software Development:

C C++11 C# JAVA HLSL & GLSL Boost SFML

Web Development:

HTML5 JS / JQuery Bootstrap Node.js Socket.io WebRTC AngularJS PHP

Frameworks:

Android SDK Unity 3D Construct 2 Impact.js OpenGL QT

Graphic Design:

Web Design UI/UX Design Asset Creation Photoshop CS6 Gimp / Graphics Gale Texture Creation

Quixel Suite 3D modeling Blender

Misc:

Fluent in French SVN GIT UNIX Systems