

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 JS technologies (jQuery, AngularJS, etc)

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

FabricJS

PHP

mySQL

MongoDB

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