Jules Girodon

Carlsbad, California

✉ **E-mail:**
jules.girodon@gmail.com

☎ **Phone:** 858-568-6437

🌐 **Website:** 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

Acenda   San Diego (November 2014 - Present)

Front End Engineer

Acenda (SaaS) is a features-rich, oAuth secured, RESTful e-commerce API that pilots multiple stores using a pull MVC, and a complex system of theming and templates, managed by an automated git workflow. Acenda provides a "cron like" and a full system of event (Webhooks) which allows anyone to easily create applications for their own store, or the entire community

Relevant Skills:

- Familiar with Agile, daily Scrum and 2 weeks Sprint with Demo & Planning Meetings
- Creation of the admin 2.0 in Angular.js from the ground up
- Worked with the undocumented API, helped write unit tests and documentation for it
- Wrote reusable Services and Directives
- Responsible for the UX and flow of the admin

E3Prints   San Diego (February 2014 - October 2014)

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, React, 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 | VueJS | 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