

Jules GIRODON

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Profile:

Software Engineer

Motivated and **skilled** Lead Software Engineer/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

Epitech — Paris, FRANCE (2008 - 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 **Ray tracing** software in **C**
- Development of a **pathfinding algorithm** based on A* with sampled dynamic weighting
- Development of a **2D game engine** and a **Shoot em 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** for my Final Year Project

California State University of Long Beach — Long Beach, California (2012)

Relevant Projects:

- Study of 3D programming using **OpenGL**, and creation of simple applications - CECS449 Computer Graphics
- Study of game design's common practices and programming patterns - CECS455 Intro to Game Design
- Creation of a **Tower Defense** in **JAVA**, a **physics based Platforming** game in **C#** and a **Puzzle game** in **Unity 3D** - CECS455 Intro to Game Design
- Creation of an accounting app on **Android** to manage daily expenses - CECS448 User Interface Design

Development

Work projects

- Developed websites for **ValSurfeur Studio**
- Designed and developed a **GUI** for **SNEDA**
- **Project lead** and developer for **Smart Pixel**

Personal projects

- Created a **HTML5 multiplayer game** Space Typing
- Developed parts of songfeed.eu, using **PHP, JavaScript, AJAX, JQuery**
- Created a client-side chat web application with **WebRTC**, using only a **TURN server**
- Created and designed **multiple game prototypes**, in both **2D** and **3D**, with **Construct 2, GM Studio, Unity 3D** and **custom engines**

Key Skills

Programming:	<i>C, C++11, C#, Java, GLSL (OpenGL and WebGL)</i>
Web:	<i>HTML5, Node.js/Socket.io, WebRTC, JavaScript/Jquery, PHP, Flash ActionScript 3.0</i>
Frameworks/Technologies:	<i>Android SDK, Unity 3D, Cry Engine 3, Bootstrap, Construct 2, Impact.js, GM Studio, OpenGL, Boost, SVN/Git</i>
Graphic Design:	<i>Web design and 2D asset/texture creation with Photoshop/GIMP and Quixel Suite, 3D modeling with Blender and zBrush</i>
Miscellaneous:	<i>Fluent in French, basic understanding of Music Composition and Sound Design</i>

Experience

Freelancer — Paris (France) Game & Web Application Developer

Current

Development of several web projects, such as **SongFeed** (social music website).

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**.

Highlights:

- Used to **network** web 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 **Unity 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 (France) Lead Developer

2012 - 2013

Lead the development of Jukeboard, **managed a group** of developers to meet a deadline.

Highlights:

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

SNEDA — Nantes (France) Internship as a Programmer

2009 - 2010

Working on a **GUI** as well as many projects focused toward **improving efficiency** in the development department.

The core aspect of the job was to create small programs to speed up menial tasks.

Highlights:

- **Coordinated with coworkers** to answer to their demands
- Advised about the right **technologies** for certain projects (Esti@ and @rcil)
- Developed a coherent and **modern GUI** for the main product (SGS)