Marwan Russier

Student, Lyon2

▸ Gameplay and Engine Programmer

Skills

C/C++

CSharp

Python

Unity

Unreal

Git & Agile Methods

Geometry

LaTeX
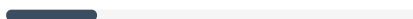
Langues

French   L1

English   C2

German   A2

Education

09/2023 - Ongoing

Msc - Computer Science, Specialised in 3D and Video Games - Université Lumière Lyon 2

Unity, Unreal, Godot, Csharp, C++, Real time rendering, Procedural terrain generation, Geometric Modeling, VR, Project managment

09/2021- 06/2022

Msc in Computer Science - Utrecht university, Netherlands

C++, Ray tracing, Timetabling and scheduling, Data science. *Dropped out because of health problems*

09/2018 - 05/2021

Computer Science (Bachelor) - Université Jean-Monet

C, Java, Python, Computer Science theory, 3D image synthesis, Computer Architecture, Graphs, and more...

Experience

10/2022 - 02/2023

Internship - Hospices Civils de Lyon

Python, Qt : Maintaining and updating an app dedicated to helping practitioners send and receive forms, follow their patient and take notes.
Referent : Didier Puzenat (Lyon 2)

06/2023 - 09/2023

Opérateur IT Junior - Ismat Group

Microsoft Graph API, PHP, Mysql

10/2022 - 02/2023

Stage - Biings Technologies

Laravel, Vue.js, PowerBI
Referent : Tobie Rotzer (Manager IT) tobie.rotzer@qualibroker.com et Olivier Nguyen (CTO) olivier.nguyen@biings.com

Links

○ github

in Linkedin

G My website