ROBIN LEMAN

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EDUCATION

McGill University   September 2019 - May 2022
B.S. in Physics and Computer Science
Overall GPA: 3.83/4.0

TECHNICAL SKILLS

Object Oriented Programming	C++, Python, C#, Java
Functional Programming	Javascript, OCaml
Operating Systems	Linux, Unix
Tools & Softwares	Unity, Perforce, Git, Vim, Emacs, HTML, CSS

EXPERIENCE

Ubisoft   June 2020 - September 2020
Gameplay and Physics Programmer   *Montreal, Canada*

· Developed a fluid simulation algorithm in C++ from scratch on a triple A game.
· Implemented visualization tools for testing and debugging.
· Worked on a large scope project, handling complex databases of graphs and structures.

VOLUNTEERING

GameDev McGill 🔗   2019 - 2021
VP Internal

· Organized events for 90+ members: Industry talks, Game Jams and social events.
· Organizing McGame Jam: a 48h hackathon uniting 150+ hackers

Worldwide Funds for Nature (WWF) McGill   2019 - 2021
Executive Team

· Working on the obtention of the "Living Planet Leaders" certification.
· Organized fund-raisings and events to raise awareness.

PROJECTS

GetOut 🔗 - Unity3D VideoGame - Ubisoft Game Lab - C#
Created a Puzzle 3D platformer game. Designed and implemented gameplay, 3Cs, Artificial Intelligence (State Machine) and networking for multiplayer and COOP.

Recycle 🔗 - iOS App - Swift
Developed and designed an application to scan an article and know if it is recyclable. Implemented Computer Vision with the Firebase API. Worked on a database of 50 000+ elements

Cryptocurrencies Online Calculator 🔗 - Web App - JavaScript, CSS, html
Won Catallaxy Prize. Worked on frontend and backend on a web app to compute the expected mined amount from an hash rate power

Cybersecurity 🔗 - SQL, Python, HTML
Designed a Md5 decryption algorithm in python. Created a web practice Phishing example.