

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++, C, C#, Java, Python

Functional Programming

Javascript, OCaml

Operating Systems

Linux, Unix

Tools & Softwares

Unity, Perforce, Git, Vim, Emacs, HTML, CSS, Bash

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

VP Communications

- 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.