

ROBIN LEMAN

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EDUCATION

McGill University

Graduation in 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, HTML, CSS, Bash

WORK EXPERIENCE

Ubisoft

June 2020 - September 2020

Gameplay and Physics Programmer

Montreal, Canada

- Designed a fluid simulation algorithm in C++ and increased by **300%** its optimization.
- Implemented visualization tools to make testing and debugging iteration **10 times** faster.
- Optimized trees and propagation graph traversals by **70%**.

PROJECTS

GetOut 🌐 - Unity3D VideoGame - Ubisoft Game Lab - C#

Published a Puzzle 3D platformer game in **10 weeks**. Designed and optimized gameplay, 3Cs, Artificial Intelligence (State Machine) and networking for multiplayer and COOP.

Recycle 🌐 - iOS App - Swift - Hackathon

Developed and designed an application to compute the recycling capability of an article from a database of **1.2M+ elements**. Optimized Computer Vision with the Firebase API.

Cryptocurrencies Online Calculator 🌐 - JavaScript Web App - Hackathon

Won Catallaxy Prize. Prototyped a Web App to compute with **95% accuracy** the expected mined amount of cryptocurrencies from a hash rate power.

Cybersecurity Cracking Challenge 🌐 - Python

Decrypted a MD5 hashed password in **less than 2s**.

LEADERSHIP AND ACTIVITIES

GameDev McGill 🌐

2019 - Present

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 - Present

VP Communications

- Working on the obtention of the **“Living Planet Leaders” certification**.
- Organized fund-raisings and events to raise awareness.