ROBIN LEMAN

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EDUCATION

McGill University

Graduation in May 2022

B.S. in Physics and Computer Science

Overall GPA: 3.89/4.0.

TECHNICAL SKILLS

Object Oriented Programming Functional Programming Operating Systems Tools & Softwares

Languages

Java, Python, C#, C++, C
Javascript, OCaml, NodeJS
Linux, Unix, MacOS, Windows OS
Unity, Perforce, Git, Vim, HTML, CSS, Bash

French, English (Bilingual)

WORK EXPERIENCE

Ubisoft

June 2020 - September 2020 Montreal, Canada

Gameplay and Physics Programmer

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

PERSONAL PROJECTS

GetOut % - Ubisoft Competition - Unity3D Video Game - C#

Published a Puzzle 3D platformer game in 8 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 Cryptocurrency Prize. Prototyped a Web App to compute with 95% accuracy the expected mined amount of cryptocurrencies from a hash rate power.

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 development hackathons and social events.
- · Organizing McGame Jam: a 48h hackathon uniting 150+ hackers.

Worldwide Funds for Nature (WWF) McGill

2019 - 2020

VP Communications

· Organized fundraisings and events to raise awareness.