

# ROBIN LEMAN

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## EDUCATION

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### McGill University

Graduation in May 2022

B.S. in Physics and Computer Science  
Overall GPA: 3.90/4.00

## TECHNICAL SKILLS

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<b>Programming</b>	C++, Java, Python, C#, C, Javascript, OCaml
<b>Operating Systems</b>	Linux, Unix, MacOS, Windows OS
<b>Tools &amp; Softwares</b>	Unity, Unreal Engine 5, Perforce, Git, HTML, CSS, Bash
<b>Languages</b>	English, French (Bilingual)

## WORK EXPERIENCE

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### The Coalition - Microsoft Xbox

May 2021 - September 2021

*Software Engineer Intern - Engine Team*

*Vancouver, Canada*

- Optimized Unreal Engine 5 through debugging tools and workflow improvements.
- Profiled new technologies like Chaos and Nanite to assess their performances on Xbox and PC.
- Supported the Physics team by implementing procedural collision volumes and Ragdoll optimizations.

### Ubisoft

June 2020 - September 2020

*Gameplay Programmer*

*Montreal, Canada*

- Designed and optimized a physics based buoyancy simulation algorithm in C++.
- Implemented visualization tools to improve testing and debugging workflows.

## PERSONAL PROJECTS

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### Achilles 🔗 - 3D Physics Engine - C++

Designed a Physics Engine in an Entity-Component-System architecture. Implemented translational and rotational dynamics, collision detection and response, and softbody simulation for ropes and cloth.

### Meme Popularity Predictor 🔗 - Machine Learning - Python, Tensorflow

Designed a Convolutional Neural Network model to predict the popularity of a meme. Part of a 10 weeks "MAIS 202" bootcamp; implemented models like the Naive bayes, PCA or SVM models.

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

Published a Puzzle 3D platformer video game in collaboration with 8 people. Designed and optimized gameplay, 3Cs, Artificial Intelligence (State Machine) and networking for COOP and multiplayer.

## LEADERSHIP AND ACTIVITIES

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### GameDev McGill 🔗

*President (2021-2022), VP Internal (2020-2021), Member (2019-2020)*

Leading a team of 10 executive members to organize events for 100+ members. Organizing McGame Jam, a 48h hackathon uniting 150+ hackers.

### Worldwide Funds For Nature (WWF) McGill

*VP Communications (2019-2020)*

Organized and promoted informational and fundraising events for the association.