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   Java, Python, C#, C++, C
Functional Programming   Javascript, OCaml, NodeJS
Operating Systems   Linux, Unix, MacOS, Windows OS
Tools & Softwares   Unity, Perforce, Git, Vim, HTML, CSS, Bash
Languages   French, English (Bilingual)

WORK EXPERIENCE

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

· 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

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 Convutional Neural Network model to predict the popularity of a meme. Part of a 10 weeks
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 8 weeks. Designed and optimized gameplay, 3Cs,
Artificial Intelligence (State Machine) and networking for COOP and multiplayer.

Recycle 🔗 - iOS App - Swift - Hackathon
Developed an app to compute the recycling capability of an article from a database of 1.2M elements.

LEADERSHIP AND ACTIVITIES

GameDev McGill 🔗   2019 - Present
VP Internal (2020-2021) - Member (2019-2020)

· Organized events for **90+** members: Industry talks, game development hackathons and social events.
· Organized 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.