

# Robin Leman

☎ +1 (438) 523-4980 ✉ robin.leman@mail.mcgill.ca 🐙 github.com/RobinLmn 🌐 robinlmn.github.io

## EDUCATION

### McGill University

B.S. in Physics and Computer Science

Overall GPA: 3.90/4.00

May 2022

Montreal, Canada

## SKILLS

**Object Oriented Programming:** C++, Java, Python, C#, C

**Functional Programming:** Javascript, OCaml

**Operating Systems:** Linux, Unix, MacOS, Windows OS

**Tools & Softwares:** Unity, Unreal Engine 5, Perforce, Git, HTML, CSS, Bash

**Languages:** English, French (Bilingual)

## WORK EXPERIENCE

### The Coalition - Microsoft Xbox

Software Engineer Intern - Engine Team

May 2021 - August 2021

Vancouver, Canada

- Optimized Unreal Engine 5 through debugging tools and workflow improvements.
- Profiled new Chaos and Nanite technologies to measure their memory and time performances on Xbox and PC.
- Implemented physics based procedural collision volumes and Ragdoll states.

### Ubisoft

Generalist Programmer

June 2020 - August 2020

Montreal, Canada

- Designed a physics based buoyancy simulation algorithm in C++. Optimized it to real-time performances.
- Implemented visualization tools to improve testing and debugging workflows.

## PERSONAL PROJECTS

### Achilles 🐉 | 3D Physics Engine - C++

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

### Multithreaded Raytracer 🐉 | C++

- Designed a ray-tracer render engine from scratch in C++.
- Optimized its performance using multi-threaded concurrent programming.

### Meme Popularity Predictor 🐉 | Machine Learning - Python, Tensorflow

- Designed a Convolutional Neural Network model to predict the popularity of a meme with a 65% accuracy.
- Took part in a 10 weeks machine learning "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 a team of 8 in 10 weeks.
- Designed and optimized gameplay, 3Cs, Artificial Intelligence (State Machine) and networking for COOP and multiplayer.

## VOLUNTEERING

### GameDev McGill 🐉 | President (2021-Present), VP Internal (2020-2021), Member (2019-2020)

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

### Red Cross | Volunteer (2021 - Present)

Emergency responder volunteer. Certified "Emergency First Aid CPR/AED - Level C".

### Worldwide Funds For Nature (WWF) McGill | VP Communications (2019-2020)

Organized and promoted informational and fundraising events for the association.