Sylvain Brunet

Montréal, Canada • (+33) 7 71 21 82 01 • sylvain.brunet37@gmail.com
[Linkedin](#) • [Github](#) • [Portfolio](#) • EU citizen • Driving licence

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PROFILE

I am a French computer science student specializing in video game programming. I am particularly interested in C++, software architecture and optimisation. I am looking for an end-of-studies internship as a programmer in the video game industry starting in May 2026, with a preference for core positions (engine, tools, systems).

PROFESSIONAL EXPERIENCE

Programming Intern - Agileo Automation, Poitiers, France
April 2025 - August 2025

- Developed communication gateways between industrial equipment and factory control systems
- Implemented features in C#, including unit test integration
- Used gRPC and OPC-UA in client-server applications
- Participated in code reviews and followed an agile methodology

Programming Intern - University of Tours, France
May 2022 - July 2022

- Created a database and developed a C++ computation tool for data analysis
- Analyzed requirements and designed software architecture
- Designed and managed a database
- Automated data extraction and storage from spreadsheet files

EDUCATION

Master's Degree in Computer Science, Game Programming
University of Sherbrooke, Longueuil (QC), Canada
2025 - 2026

Master's Degree in Engineering, Computer Science
Polytech Tours, Tours, France
2023 - 2026

SKILLS

- Programming Languages: C++, C#, C, Java, Python, SQL, JavaScript
- Game Development: Unreal Engine, DirectX 11, HLSL
- Backend / Systems: gRPC, OPC-UA, REST API
- Tools: Git, Visual Studio, Azure DevOps, ReSharper

LANGUES

- French: Native
- English: Professional / Technical

PROJECTS

(Upcoming) Game Development with Unreal Engine 5
January 2026 – May 2026

- 3D multiplayer game developed by a team of 5 programmers and 1 audio artist

Fish Engine & Need4Fish: Custom Game Engine for an Underwater Game
October 2025 – December 2025 | Github

- Developed a custom C++ game engine using DirectX 11 and Jolt Physics
- Rendering pipeline, HLSL shaders, physics, ECS, asset loading, profiling

Food Container Lending System Prototype for a Non-Profit Organization
October 2024 – March 2025 | Video

- Team project (5 members), wrote technical specifications
- Backend development in Java (Spring Boot, REST API, SQL)
- Frontend development of a mobile application using JavaScript and React Native

Other Projects

- Developed AI algorithms in C++ for the 38-level programming challenge (*Github*)
- Programmed a CHIP-8 emulator in C (*Github*)
- Created a genetic algorithm in C++ for scheduling problems (*Github*)
- Developed a graph management library in C++ (*Github*)
- Implemented the board game Schotten Totten in C++ (*Github*)

INTERESTS

- Video Games: Online games, Souls-like games, and strategy games
- Reading: Clean Code, Design Patterns, Game Engine Architecture, etc.
- Conferences: CppCon, GDC, MIGS 2025, etc.