



Sylvain MELIN
C++ Programmer

Contact

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- Bordeaux

Divers

- English: proficient
- driving license
- High mobility

Loisirs

- Guitar
- Aeronautics
- Motorsports / Sim Racing
- Road trips

Experience

- 2021 - present
Associate Lead SDK - Asobo Studio
Part of the Engine/SDK department, I lead a small team whose mission is to be a technical interface between Asobo Studio and 3rd party developers on Microsoft Flight Simulator.

This mission includes:
 - Setup and administrate the devsupport.flightsimulator.com platform
 - Provide technical support and answer questions to 3rd party developers on this platform.
 - Investigate bugs reported by 3rd party developers and provide a technical analysis to Asobo developers.
 - Reviewing the SDK tools and documentation and help in their design
- 2012 - 2020
C++/OpenGL Programmer - Alsim Simulateurs
Member of the software R&D team, I contributed to flight simulator software design in many ways. My main tasks were:

Image Generator developer
Design and implement a real time Earth rendering engine based on OpenGL
Features geodetic coordinates management, advanced terrain rendering, out-of-core rendering and data streaming algorithms, 3D airport sceneries, weather effects and image calibration tools.

Data manager
Design and exploit the internal tools dedicated to aeronautical, GIS data processing and procedural airport generation.
Apply corrections requested by the customers or authorities and deploy the data on the simulator parc.

Infography manager
Manage a 3D airport production planning. Recruit and monitor the commercial and technical aspects of freelance artists.
Optimise the workflow and develop external tools for the artist team.
- 2011
R&D technician internship - Armée de l'Air
Design a Mirage 2000D procedure trainer POC for maintenance technicians training:
 - Modeling and texturing of a Mirage 2000D
 - Simulation of an inertial navigation system unit alignment procedure in Microsoft Flight Simulator X

Education

- 2012 - 2013 - Le Puy-en-Velay
Clermont Auvergne Univeristy
Bachelor's degree in real-time 3D programming
Specialization year in real-time 3D rendering technologies
- 2010 - 2012 - Le Puy-en-Velay
Clermont Auvergne University
Technology degree in digital imaging
General programming course applied to 3D and image processing.

Skills

C/C++	<div></div>	Windows	<div></div>
OpenGL	<div></div>	Unix	<div></div>
Vulkan	<div></div>		
SQL	<div></div>		