

# Lamure Alexandre

3D Graphics Engineer

## LOCATION

Paris, France

## CONTACT



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lamureA

## LANGUAGES

English: Fluent  
(TOEIC: 900)

## COMPETITIONS

Google Hash Code 2018  
Google Hash Code 2019

## HOBBIES



Music  
Composition and producing



Sport  
Swimming, Aikido

## WORK EXPERIENCE

### Quantic Dream | 3D Graphics engineer

June 2021 – Today

3D rendering engine programming on AAA games (shaders, OpenGL/DirectX/Vulkan, C++)

### TechViz | 3D Graphics engineer

October 2020 – June 2021

3D rendering engine programming for VR application in C++ / OpenGL.

### Siemens Healthineers | Software engineer intern

March 2020 – September 2020

Improving a volumetric pathtracer using AI denoising, and optimizing rendering methods.

## EDUCATION

### EPITA: Master of computer science engineering

2015 - 2020

Specialized in 3D graphics and Image Processing.

### Sejong University, South Korea

March – July 2017

Semester abroad, studying computer science.

## PROJECTS

### Path-tracer

2021

PBR Monte Carlo path tracing, in Rust.

### FX-Factory

2019

Glitch effects on a 3D scene, using OpenGL and C++.

### Photonizer

2019

Raytracer using photon mapping, in C++.

## SKILLS

- **Programming Languages**
  - C / C++ (Proficient)
  - GPU, OpenGL (Proficient)
  - Python (Intermediate)
- **Rendering**
  - Shading techniques (Proficient)
  - Optimization & Profiling (Proficient)
  - Blender (Intermediate)
- **Image Processing**