

✧ Tools & Programming Languages

Comfortable using

Rust, Cargo, **C** (up to C18), **C++** (up to C++20), Python
OpenGL, GLSL, **Wgpu**, WGSL
 Godot, C#, GDScript
 VSCode, Git, GitHub, Docker, GitHub action workflows, Linux, Windows

Already worked with

Unity, HLSL, Vulkan, Cmake, Make, Java, OCaml, Bash, Assembly (x86_64)

✧ Professional Experience

2024–2025

Freelance programming work for other gamedev clients, on voxel games.

For clients in the USA and Canada. C++, C#, with and without a game engine. Implementation of various features and systems related to the handling of voxels.

✧ Personal Experience

Started programming as a hobby in 2013 and spent a lot of time on personal hobby projects ever since. A portfolio of my most relevant and presentable projects is available at portfolio.anima.pink. These passion projects are about games, tools, programming languages, compilers, graphics, etc.

Familiar with: low level (optimization, memory management, debugging, assembly), high level (abstractions, OOP, debugging logic bugs), multithreading, GPU (graphics and compute), custom widget-based UI, procedural generation (terrain or other content, custom value noise), infinite world, good practices (management of ownership, maintainable code).

✧ Academic Experience

2022–2023

Internship, INRIA (National Institute for Research in Digital Science and Technology), Lille, France.

Retro-engineering and covert-channel attack on the branch predictor unit of a modern Intel CPU. Over 6 months.

2022

Computer Graphics Internship, Multi Fragment Rendering, Athens University of Economics and Business, Greece.

Learning and implementation of some multi-fragment rendering techniques in C++/OpenGL. Over 3 months.

2021–2022

Research Project, String Art, IRISA (Research and Innovation Laboratory in Digital Science and Technology), University of South Brittany, France.

Study, implementation and optimization in C/C++ on string art, a non-photorealistic rendering technique. Over 1 year. Co-authored a paper published and presented at an international conference.

2021

Security Internship, Study of the vulnerabilities emerging from the linking of hardened C/C++ code with Rust code, INRIA, team CELTIQUE, France.

Reading of papers, problem analysis and presentation, C/Rust programming. Over 2 months.

2020

Security Project, Exploiting buffer overflows, heap corruption, return-oriented programming, sandbox escaping, ENS Rennes, France.

Reverse-engineering, assembly, attack and defense, practice and paper reading. In C. In groups of 2, over 5 months.

2018

Participating to the “TFJM²” (Tournoi Français des Jeunes Mathématiciens et Mathématiciennes) Maths Tournament, Lille, France.

In teams, ranked 2nd in Lille’s pool. Maths and programming research problems.

✧ Education and Qualifications

2020–2024

Licence’s Degree (L3) & passed M1, in Computer Science, ENS Rennes (École Normale Supérieure of Rennes), Rennes, France.

Ranked 80th at the 2020 ENS Rennes’ computer science entrance exam. Mainly taking classes with practical programming projects, in graphics, security, low level, etc.

2018–2020

MPSI and MP*, Lycée Saint-Louis, Paris, France.

Higher Maths and Physics, Computer Science.

✧ Hobbies & Miscellaneous

Video games, manga, anime
 Programming for personal projects (a lot)
 Reading sci-fi/fantasy novels
 Driver’s license

✧ Languages

French *Mother Tongue*

English *Fluent* Spoken and written
 Technical vocabulary
 TOEIC 2022: 955/990 (C1 level)