CV

Jeanne DEMOUSSEL – Looking for a gamedev job

❋ 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, HSLS, 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" (Tournois 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)*

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