ARNAUD MATHIAS

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EDUCATION

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Nov 2015 – Jun 2018
Architect in digital architecture (MSc in Computer Science)
Paris, France

SUPINFO
Sep 2013 – Jun 2015
Associate of Sciences 2
Clermont-Ferrand, France

Lycée Jean-Zay
Sep 2010 – Jun 2013
Scientific baccalauréat with specialization in engineering sciences
Thiers, France

EXPERIENCE

Sewote
Nov 2016 – May 2017
Software engineer intern
Paris, France

- Responsible for designing and developing a semantic analysis engine in Java
- Implemented a business rules engine and several tools to ease the linguists workflow

Self-Employed
Dec 2013 – Feb 2015
Online gameplay programmer
Clermont-Ferrand, France

- Designed and implemented a multiplayer experience visited by more than 100k players
- Deployed and monitored dedicated servers

SKILLS

- Programming Languages: C, C++, Java, GLSL, Python, JavaScript, C#
- APIs: OpenGL, OpenCL, Vulkan, WebGL
- Graphics: PBR, SSAO, Deferred, Forward+, Ray Tracing
- Engines/Tools: Git, Unity 3D, RenderDoc, CodeXL, VS 2017, CMake
- Languages: French (Native), English

PROJECTS

Forward+ Renderer C++, OpenGL, GLSL
Implemented a physically-based foward+ 3D renderer

ft_vox C++, OpenGL, GLSL
Developed a voxel rendering engine. The project was mainly focused on the optimizatinon needed to generate and render a procedural world in real time

ShaderPixel C++, OpenGL, GLSL
Implemented a fragment shaders portfolio in a 3D environment, combining raymarching with traditional rasterization