

WORK EXPERIENCE

Game engine development internship at Cyanide Studio in Paris – 2014/04 – 2014/07

- Development in C++ on CyaTek, Cyanide's cross platform game engine.
- Tools development: world editor, assets manager, GUI editor (C++, C#).
- Tutor evaluation: "A great maturity and a very good level in code architecture".

Activefab founder, web development studio in Paris – 2010/09 – 2013/01

- Business management.
- Drafting commercial proposals, quotes, invoices.
- Team work (2 associates) and collaboration with other specializations (graphic artists, commercials, photographers...).
- Developing promotional websites (movies, architecture agency...).
- Interventions on existing platforms.
- Technical interventions with political or associative organizations.

Freelance web developer – 2008 / 2010

- Mastering tools and techniques of web development (HTML, CSS, JavaScript, PHP, Drupal CMS...)
- Image editing software (Photoshop, Illustrator)

EDUCATION

Concordia University – 2014 – 2015

Foreign student exchange

Epitech (European Institute of Technology) – 2012 – 2016

Combined Bachelor/Master's degree in Computer Science

Paris IV Sorbonne – 2009

Bachelor's degree in Philosophy (DEUG)

Lycée Racine, Paris – 2006

High School diploma in Economics

PROJECTS

3D game engine – currently – <https://github.com/Another-Game-Engine/AGE>

- Development of a 3D game engine in partnership with AMD.
- OpenGL 4.1, C++11.
- Implementation of graphical effects, physics simulation and tile forward rendering.
- Entity component system architecture and data oriented programming.
- Multi-threaded execution pipeline.
- Assets and game objects serialization.
- Fbx animations.
- Oculus Rift integration

Main Epitech projects – 2012 / 2013

- *Snake* game in C++ using different graphics libraries (grade A).
- Clone of *Bombberman 3D*, C++, OpenGL (grade A).
- Several UNIX C development: a complete *Shell* recoded, commands and functions of "*ls*", "*printf*", "*malloc*" implemented and an IRC server developed (grade A).
- C raycasting engine for a *Wolfenstein 3D* clone.

2D Game Experiments – 2013

- Exploration of different architectural approaches used in the development of 2D video games through the realization of a clone of the game *Binding Of Isaac*.
- C++, OpenGL.

Epitech Game Dev Lab Summer camp – summer 2013

- Summer camp participation after being selected by Epitech's game development laboratory.
- Racing game development using Oculus Rift (Unity).
- FPS prototype using Oculus Rift.

Coursera.org – 2012 / 2013

- Participation in several Coursera.org courses :
- Python programming introduction, University of Toronto.
- Discrete Optimization, University of Melbourne.
- Algorithms, Princeton.
- Algorithms: Design and Analysis, Stanford University.

Game Jams and MeetUp – 2012 / 2013

- Ubisoft Academia 2013 contest at Montpellier, France.
- Development of a 2D runner game in HTML5/JavaScript at the contest organized by CodeYourJob BeMyApp.
- Android app developed for the Dailymotion BeMyApp contest.
- Co-founder of Paris Game Development MeetUp group.

HTML5 Mini-games – 2010 / 2012

- Multiple JavaScript mini games for learning purposes.
- 2D game CoffeeScript library implementation.

SKILLS

C, C++, OpenGL, video Game development, computer graphics.

Git, Unix, Shell.

JavaScript, CoffeeScript, HTML5 / CSS3, JQuery, Node.js.

Some Ruby and Python knowledge.

RECOMMENDATION

Fabrice Granger, technical director at Cyanide Studio, Paris.

fgranger@cyanide-studio.com

LANGUAGES

French: native language.

English: high level, TOEFL 95, TOEIC 850.

Spanish: intermediate level.

INTERESTS AND HOBBIES

Video Game development

Philosophy

Dance

Hiking and rock climbing