

WORK EXPERIENCE

Game engine development internship at **Ubisoft Montreal** – 2015/02 – 2015/08

- Development in C++ on Dunia game engine (used for Far Cry and Watch Dog).
- Working in Engine Team on an unannounced AAA.
- Existing codebase upgrade and maintenance (serialization, compression, threads, containers ...)
- Debugging and fixing work on game engine and world editor.
- Deep integration into the development process and organization.

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.
- Developing promotional websites (movies, architecture agency...).
- 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 softwares (Photoshop, Illustrator)

EDUCATION

Concordia University (Montreal, Canada) – 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.
- OpenGL4.3, C++11
- Implementation of graphical effects, physics simulation and deferred shading.
- Entity component system architecture and data oriented programming.
- Multi-threaded architecture (pipeline and jobs).
- Assets and game objects serialization.
- World editor (placing objects, entity edition, prefabs edition).
- Frustum culling : octree and parallel *brute force culling* (<http://goo.gl/GHloHt>).
- Occlusion culling.
- Skeletal animation and GPU skinning.
- 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* recorded, 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++.

Game engine development (Architecture, optimization)

Multithread programming.

OpenGL (Development, debugging, optimization)

Visual Studio, Git, Perforce, FastBuild.

Github, Jira.

RECOMMENDATION

Frabrice Granger, technical director at Cyanide Studio, Paris.

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Mickaël Gilabert, graphic lead at Ubisoft Montreal

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David Chabot, engine team lead at Ubisoft Montreal

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LANGUAGES

French: native language.

English: high level, TOEFL 95, TOEIC 850.

Spanish: intermediate level.

INTERESTS AND HOBBIES

Video Game development, dance, trapeze, hiking, poetry, philosophy.