César Leblic computer science student

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EDUCATION

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

WORK EXPERIENCE

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 softwares (Photoshop, Illustrator)

Projects

Main Epitech projects – *2012 /2013*

- *Snake* game in C + + using different graphics libraries (grade A).
- Clone of *Bomberman* 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.

3D game engine – *currently*

- Development of a 3D game engine in partnership with AMD.
- OpenGL, OpenCL, C++, Bullet Physics.
- Implementation of graphical effects (HDR, motion blur), physics simulation and tile forward rendering.
- Entity component system architecture and data oriented programming.

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 Daylimotion 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, Unix System.
Git, Unix, Shell.
JavaScript, CoffeeScript, HTML5 / CSS3, Jquery, Node.js.
Some Ruby and Python knowledge.

LANGUAGES

French: native language.
English: high level, TOEFL 95, TOEIC 850.
Spanish: intermediate level.

INTERESTS AND HOBBIES

Video Game development
Philosophy
Arduino
Hiking and rock climbing