César Leblic computer science student

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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 unanouced 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.
* OpenGL 4.3, 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/GHl0Ht>).
* 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 *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.

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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LANGUAGES

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

INTERESTS AND HOBBIES

Video Game development  
Philosophy  
Dance, Trapeze  
Hiking and rock climbing