César Leblic computer science student

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WORK EXPERIENCE  
Game engine development internship at **Pastagames** in Paris *–* *2015/09*

* Development in C++ on Pastagames’ game engine.
* Working on Wild, next game of Michel Ancel (Wild Sheep Studio) for PS4.
* Improvement of existing tools (assets pipline, profiler ...).
* Developments of core’s features (sound engine, memory tracer ...).

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 (PC and consoles).
* 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...)

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

MAIN PROJECTS  
3D game engine *– currently-* [*https://github.com/Another-Game-Engine/AGE*](https://github.com/Another-Game-Engine/AGE)

* Development of a 3D game engine in partnership with AMD. (Open source)
* 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.

LiveMemTrace *– currently –* [*https://github.com/cesarl/LiveMemTrace*](https://github.com/cesarl/LiveMemTrace)

* Header only C++ library designed to trace and display game allocations at runtime. (Open source)
* Stack inspection, caller / callee display, function tracking.
* Working on *Windows* and *PS4*. Used on *Wild* and *AGE*.

StringID *– currently – https://github.com/cesarl/StringID*

* Header only C++ library and command line executable used to hash strings. (Open source)
* Executable hash string offline from literals directly into source code.
* Library hash strings at runtime, load and maintain a database.

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 (personal project in lab : 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.*)

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) and FPS prototype using Oculus Rift.

Coursera.org *– 2012 / 2013*

* Participation in several Coursera.org courses.
* Algorithms, Princeton.
* Algorithms: Design and Analysis, Stanford University.

Game Jams and MeetUp *– 2012 / 2013*

* Ubisoft Academia 2013 contest at Montpellier.
* 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.

SKILLS  
C, C++.  
Game engine development (architecture, optimization, multithreading)  
PC and console development (Xbox One, PS4)  
Visual Studio, Git, Perforce, FastBuild.  
Github, Jira.

RECOMMENDATION  
Frabrice Granger, technical director at Cyanide Studio, Paris.  
[fgranger@cyanide-studio.com](mailto:fgranger@cyanide-studio.com)

Mickaël Gilabert, graphic lead at Ubisoft Montreal.  
[mickael.gilabert@ubisoft.com](mailto:mickael.gilabert@ubisoft.com)  
  
David Chabot, engine team lead at Ubisoft Montreal.  
[david.chabot@ubisoft.com](mailto:david.chabot@ubisoft.com)

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.