



Windows  
Linux (Ubuntu)

French (native)  
English C2  
Spanish B2

Piano  
Hiking  
Aerial photography

Creative, self-taught and passionate, I look forward to put my experience in game engine and graphics programming in the service of a development studio focuses on high-end technology and renowned internationally.

2024 – 2025

- Vectors, matrices and quaternions
- Intel SIMD intrinsics (SSE, AVX)
- [Online specification](#)

2022 – 2025

- RHI ([OpenGL](#) and Vulkan)
- Visibility Buffer, deferred materials, PBR
- [Ray-tracing](#), and ray-marching
- MSAA, FXAA
- Custom shader language, compiler and IDE extension
- Sequential Impulses (2D), SAT, [GJK](#), EPA
- [FBX](#), OBJ/MTL, PNG, QOI and TTF format decoding
- DEFLATE decompression
- Sparse ECS
- UI (components, layout, events)
- High-resolution text with SDF
- [Asset Builder](#)

09/2021 – 09/2024

- Model and wireframe intégration
- Full-stack development (React, Next.js, PHP, Symfony)
- Mobile application development (Flutter)

04/2023 – 09/2024

- UI conception
- Use of relational databases
- Java development (Spring Boot) and Angular

09/2021 – 03/2023

- Modeling and web integration
- Full-stack development (JavaScript, React and PHP)
- Content management and CMS

06/2021