Engine Programmer

Mattéo Legagneux

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Fabrègues, 34690, France

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https://debaze.github.io

SKILLS

PLATFORMS

Windows
Linux (Ubuntu)

LANGUAGES

French (native)
English
Spanish

HOBBIES

Piano
Hiking
Aerial photography

PROFILE

Passionnate and methodical, I look forward to put my experience as a game engine programmer in the service of a company that's attentive to the quality of its products.

PROFESSIONAL EXPERIENCE

Full-stack developer (apprenticeship)

KEOLE (ST JEAN-DE-VÉDAS, FRANCE)   09/2021 — 09/2024

- Model and wireframe integration
- Web development (React, Next.js, Symfony)
- Mobile development (Flutter)

PERSONAL EXPERIENCE

ProjectA

2D/3D GAME ENGINE   11/2022 —

- Win32 abstraction
- OpenGL/Vulkan abstraction
- Rasterization (forward, deferred, visibility) and PBR
- Ray-tracing and ray-marching
- MSAA, FXAA
- Compute
- SIMD mathematics library (SSE, AVX)
- SAT, GJK, EPA
- Continuous collision detection (2D)
- FBX, OBJ/MTL, PNG, QOI and TTF file parsing
- High-resolution text with distance fields
- Custom UI layouts

FORMATION

Application Developer Designer

DIGINAMIC (PÉROLS, FRANCE)   04/2023 — 09/2024

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

Web and Mobile Web Developer

DIGINAMIC (PÉROLS, FRANCE)   09/2021 — 03/2023

- Modeling and web integration
- JavaScript, React and PHP development
- Content management and CMS

General baccalaureate (with honours)

CLEMENCEAU HIGH SCHOOL   06/2021
(MONTPELLIER, FRANCE)