

Samuel Lacaille-Moisan
<https://geranim0.github.io/>
saam234@gmail.com
438-933-6331

- **B.Sc. in Physics & Computer Science (GPA 3.57), University of Montreal, August 2017**
- Multiple C++ projects and C++11, C++14, C++17 knowledge
- Interested in C++ systems career
- Fast learner and excellent problem solving skills
- Excellent communication and teamwork (french & english)

TECHNICAL KNOWLEDGE

Programming languages & technologies : C++, linux syscalls, C# , Go, Python, OpenGL, Redis, MongoDB, SQLite, Intel TBB, OpenMP
Operating systems : Linux, Windows

ACADEMIC STUDIES

Master in Computer Science (in progress)
2020-
Polytechnique Montreal

B.Sc. in Physics & Computer Science (GPA 3.57) **2014-2017**
University of Montreal

College diploma in Nature Sciences **2012-2014**
Cégep Édouard Montpetit, Longueuil

PERSONAL PROJECTS

- ECS engine (C++)** **2021**
- Entity Component System using heavy TMP for maximum compile time computations and maximum performance, using std::variants, std::tuple, fold expressions
- Tetris bot (C++)** **2020**
- Template metaprogramming
 - Compiler intrinsics for maximum performance
 - Modern C++17 code
- Mandelbrot Set Generator (C#, Unity3D)** **2019**
- Surface shader implementation for GPU acceleration
- AI distributed computing (Python, Go)** **2019**
- Using CoachRL library for the reinforcement learning
 - Using Kubernetes for the scaling
- Local multiplayer mini-game (C++)** **2017**
- Game engine implementation using polymorphism & template metaprogramming
 - Graphics & sounds using SFML library
- Breakout game with OpenGL (C++)** **2016**
- Using OpenGL for graphics and post-processing
 - Shaders implementation with GLSL

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PROFESSIONAL EXPERIENCES

Game Developer

December 2017 - September 2018

Riposte Games & Co.

- Backend development with NODE.JS, MongoDB, Redis & Kubernetes
- Game tools development with Angular, ExpressJS
- Gameplay & UI development in Unity3D with C#

Game Developer

August 2019 - April 2020

Mino Games

- Game development with Haxe
- Use of functional programming patterns
- Debug mobile game with Android Studio
- Support more junior employees with code reviews