

# Luc Rosenzweig

## EDUCATION

**Lycée Français Charles de Gaulle, South Kensington**

Graduation : June 2021

**Independent Learning**, Stackoverflow, Gamedev.net, Youtube, Books...

Learned C++, OpenGL, 3D graphics programming, networking, design patterns

Learning journey documented on : <https://llguy.github.io/>

## PROJECTS (<https://github.com/llGuy>)

### Game Engine — Ongoing



A Game Engine for 3D games which currently supports :

- 3D scene
- Skeletal animation
- Programmable Post Processing

Pipeline

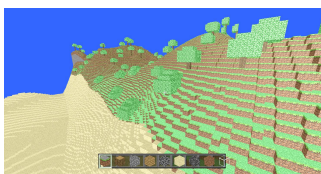
- Entity Component System
- GUIs and Font Rendering

### Landscaper —



A multiplayer game made with C++ and OpenGL.

At the prototyping stage - designing the world, engine, mechanics, networking, graphics...



### Voxel Engine —

A Minecraft like interactive world made with C++ and OpenGL.

### Messaging System —

A basic command line messaging system using C++ and Sockets.



## SKILLS

C++

OpenGL

Sockets (Linux and Windows)

3D Graphics and Game Design

## INTERESTS

Tennis Rating 6.2

Piano Bach, Chopin, Film Music (Best Youth Prize at Lycee Francais Charles de Gaulle 2016)

## LANGUAGES

French native, English native, Chinese (Mandarin) conversational

