Pruvost Kevin

Software Engineer - Low-Level Systems & Computer Graphics

✉ pruvostkevin0@gmail.com 📞 +86 182 1065 9791 📍 Beijing, China (want to relocate) 🚗 Driving License

in kevinpruvost ⬡ kevinpruvost 🏴 French 🌐 kevinpruvost ▶ kevinpruvostpkw

🔗 https://kevinpruvost.github.io/portfolio/

🎓 Education

Tsinghua University ⧉

Master's degree in Advanced Computing | GPA: 4.0/4.0, Ranking: 1/63

09/2023 – 06/2025 | Beijing, China

Top 1 University in Asia in Engineering & Technology (QS 2024)
- Got the CSC Scholarship (Chinese Government).
- Distributed Database Systems, Combinatorics & Algorithms, Machine Learning, Computer Graphics, Human Computer Interaction Technology, Big Data

EPITECH ⧉

Master's degree & Bachelor's degree in Computer Science

12/2018 – 06/2023 | Paris / Nancy, France
- Assembly, C, C++, C#, Kotlin, Python, Haskell, Bash, PHP (Laravel), JavaScript (ReactJS), HTML/CSS- Mathematics, Unix Systems, Shell, Concurrent Programming (Multithreading, multiprocessing, ...), Functionnal, AI, GUI, Dynamic Linking, Low Level Programming, Computer Graphics, Web & Mobile Development.

📘 Publications

GradeADreamer: Enhanced Text-to-3D Generation Using Gaussian Splatting and Multi-View Diffusion ⧉

📂 Projects

VenomEngine ⧉

Experimental Realtime Rendering Engine
Implementation of Computer Graphics optimization techniques and papers and use of advanced APIs for self-learning purpose:
- Vulkan, Cascaded Shadow Mapping (CSM), Forward+ Rendering, Disney Principled BSDF, ...

🌐 Languages

French: Native │ **English:** Fluent, IELTS 8.0 (C2 Proficiency) │ **German:** Basic (A2) │ **Chinese:** Basic (HSK3)

💼 Professional Experience

Tsinghua University ⧉

Teaching Assistant in Computer Graphics

02/2025 – 06/2025 | Beijing, China

For Professor 刘永进 (Liu Yong-Jin)'s *"Fundamentals of Computer Graphics"* class:
- Giving technical lectures for 2h/week, Providing student assistance 7 days/week, Evaluating student project submissions

Red Art Games ⧉

C++ Software Engineer - Freelance

02/2024 – 09/2024 | Beijing, China (remote)

Implementing an **Emulator** of an old game engine working on **Amiga**, **DOS** and **Satari**:
- Graphics Framework (**SDL**), Audio Framework (**MP3**, **WAV**, ...), **Custom stdlib**, Console Compatiblity (**PlayStation**, **Switch**, **XBox**)

Red Art Games ⧉

Game Porting Software Engineer - Full-time

09/2022 – 08/2023 | Metz, France
- **Hardware** & **Software** implementation of the **Nintendo Switch**, **PlayStation4** & **PlayStation5** features on the **MonoGame** engine
- Porting of *Jets'N'Guns 2* for Nintendo Switch, PlayStation4 & PlayStation5

RhinoTerrain ⧉

Computer Graphics Software Engineer - Internship

04/2021 – 07/2021 | Nancy, France
- **Research & Development** on Textures retrieval from pictures using **photogrammetry**
- GUI using **MFC** for Debugging Experiments on **Rhinoceros3D**

Virtual Rangers ⧉

Mobile & Augmented/Virtual Reality Software Engineer - Internship

09/2020 – 01/2021 | Luxembourg, Luxembourg
- **Unity** Mobile Runner Game for a BIL (Banque Internationale à Luxembourg) event, and Database & REST API for online interaction (**PHP**)
- Experiments for 3D restaurant menus display with **AR/VR** using **Unity**

Vivoka ⧉

Embedded Software Engineer - Internship

09/2020 – 01/2021 | Metz, France
- Project Template Builder with GUI using **Qt** linking the company's codebase and submodules
- Implementation of Translation and TV program modules for an **embedded** vocal assistant in **C**.

💬 Skills

C++, C, C#, Lua, Python, Rust, Haskell, Go, Swift, Bash, Ruby, JavaScript ●

Computer Graphics ● HLSL/GLSL ● Vulkan/OpenGL/SDL/SFML ●

Unreal Engine 5/Unity ● CMake, Bazel ● Machine Learning ●

PS4/PS5 (Orbis/Prospero) ● Nintendo Switch (NX) ●

Linux/Windows/MacOS ● Visual Studio/CLion/VSCode/XCode