

Pruvost Kevin

Software Engineer - Low-Level Systems & Computer Graphics

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🔗 kevinpruvost 🇫🇷 French 🗣 kevinpruvost 📺 kevinpruvostpkw 🔗 https://kevinpruvost.github.io/portfolio/

🎓 Education

Tsinghua University

Master's degree in Advanced Computing

September 2023 – June 2025 | Beijing, China

GPA: 4.0/4.0, Ranking: 1/61

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

October 2018 – June 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, ...), Fonctionnal, 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 of Computer Graphics

February 2025 – June 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

February 2024 – September 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 Compatibility (**PlayStation**, **Switch**, **XBox**) using **C** and **C++**

Red Art Games

Computer Graphics / Game Porting Software Engineer - Full-time

September 2022 – August 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
- Stack: **C**, **C++**, **C#**, **Python**, **Ruby**, **Orbis**, **Prospero**, **NX**, **Nvidia NSight**

RhinoTerrain

Computer Graphics Software Engineer - Internship

April 2021 – July 2021 | Nancy, France

- **Research & Development** on Textures retrieval from pictures with **photogrammetry (C++)**, for an airport company, then extended to other clients
- GUI using **MFC** for Debugging Experiments on **Rhinoceros3D**

Virtual Rangers

Mobile & Augmented/Virtual Reality Software Engineer - Internship

September 2020 – January 2021 | Luxembourg, Luxembourg

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

Vivoka

Embedded Software Engineer - Internship

September 2020 – January 2021 | Metz, France

- Project Template Builder with GUI using **Qt** linking the company's codebase and submodules
- Features of Translation and TV program modules for an **embedded** vocal assistant in **C**, ordered by luxury hotel brands.

🧠 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