

# Pruvost Kevin

## Software Engineer - Low-Level Systems & Computer Graphics

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🔗 <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:

### 💼 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**)

#### 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

#### RhinoTerrain

##### Computer Graphics Software Engineer - Internship

April 2021 – July 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

September 2020 – January 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

September 2020 – January 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**.

- Vulkan, Cascaded Shadow Mapping (CSM), Forward+ Rendering, Disney Principled BSDF, ...

## Languages

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**French:** Native | **English:** Fluent, IELTS

8.0 (C2 Proficiency) |

**German:** Basic (A2) | **Chinese:** Basic (HSK3)

## Skills

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

JavaScript • Computer Graphics • HLSL/GLSL •

Vulkan/OpenGL/SFML/SFML • Unreal Engine 5/Unity •

CMake, Bazel • Machine Learning •

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

Linux/Windows/macOS • Visual Studio/CLion/VSCode/XCode