Pruvost Kevin
潘凯文

Computer Graphics Software Engineer

French driving license, Access to public transportation
Lives in Beijing, China

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Hello ! I'm Kevin, a Computer Graphics software engineer and I'm about to start my studies for a second Master's degree at Tsinghua University. I have an absolute passion for Computer Graphics, C++ and Research. I'm currently looking for an opportunity to bring my expertise on complex and meaningful projects with strong and visionary tech companies.
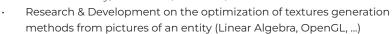
WORK EXPERIENCE
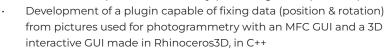
Internship - Game Porting Developer
Red Art Games · Metz, France · 09/2022 – 08/2023
- Hardware & Software implementation of the Nintendo Switch, PlayStation4 & PlayStation5 features on the MonoGame engine
- Porting of a Shoot'em'up game (to be announced) for Nintendo Switch, PlayStation4 & PlayStation5
- Hardware & Software implementation of the Nintendo Switch, PlayStation4 & PlayStation5, XBOX One/S/X features for an emulator

Internship - C++ / Computer Graphics Software Engineer
RhinoTerrain · Nancy, France · 04/2021 – 08/2021
- Research & Development on the optimization of textures generation methods from pictures of an entity (Linear Algebra, OpenGL, ...)
- Development of a plugin capable of fixing data (position & rotation) from pictures used for photogrammetry with an MFC GUI and a 3D interactive GUI made in Rhinoceros3D, in C++

Internship - C# / Unity Developer
Virtual Rangers · Luxembourg (city), Luxembourg · 09/2020 – 02/2021
- Mobile games for contests organized in advertising events
- Augmented/Virtual Reality applications and games
- Databases, Web applications, REST APIs

Internship - C++ Software Engineer
Vivoka · Metz, France · 07/2019 – 01/2020
- Project template builder GUI in C++ (Qt), for creating new projets faster by linking the company's codebase (modules/submodules/projects from Gitlab)
- Translation module and a TV program module for a vocal assistant (AI) in C++

EDUCATION

Exchange Program + Master's degree in Advanced Computing
Tsinghua University · Beijing, China · 09/2021 – 07/2022 & 09/2023 - 07/2025
1st place in the Chinese University Ranking
Combinatorics, Algorithms, Advanced Machine Learning, Big Data, Data Science, Computer Graphics, Human Computer Interaction Technologies, Chinese Language, Distributed Database Systems

Master's degree in Information Technology
Epitech · Nancy, France · 10/2018 – 07/2023
Mathematics, Unix Systems, Shell, Multithreading, Functional Programming, Artificial Intelligence, Graphical User Interfaces, Low-Level Programming, Computer Graphics, Web & Mobile Development

LANGUAGES

- **French:** Native Language
- **English:** Fluent, IELTS 8.0 (C1/C2)
- **German:** Elementary Notions
- **Chinese:** Elementary Notions

SKILLS

- **Programming Languages:** C++, GLSL, HLSL, C#, C, Python, Lua, Bash, JavaScript, PHP, HTML/CSS
- **Software/Libraries:** OpenGL, Unity, Unreal Engine 5, Qt, Boost, SDL, SFML, MonoGame, ReactJS, Git/Github/Gitlab, SVN
Visual Studio, VS Code, PyCharm.
CMake, QMake.
Linux, Windows, WSL.
Paint.net, InDesign
- **Soft Skills:** Teamwork, Communication, Adaptability, Open-Minded, Observant, Attention to detail, Teaching Skills

PROJECTS

- **Mesh Simplification & Subdivision:** Scientific research on making meshes less complex in terms of geometry or smoother
- **Human Skin Rendering:** Implementation of Separable Subsurface Scattering to render realistic human skin
- **OpenImages:** Implementation of an Object Recognition AI
- **Game Programming:** RPGs, Tower Defense, RTS, FPS, Platformer, ...
Made with Unity, UE4, SDL, SFML, CSFML or Game Maker Studio