

Pruvost Kevin

潘凯文

Computer Graphics Software Engineer



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



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kevinpruvost.github.io/portfolio/

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

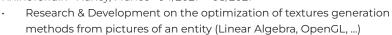
Internship - Game Porting Developer

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
- Clean-Room Implementation of a DOS emulator for the Nintendo Switch, PlayStation4, PlayStation5 & XBOX One/S/X

Internship - C++ / Computer Graphics Software Engineer

RhinoTerrain · Nancy, France · 04/2021 - 08/2021





Development of a photogrammetry plugin with automatic data fixing capabilities (positions & rotations) 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 (Al) in C++

EDUCATION

Exchange Program + Master's Degree in Advanced Computing



Tsinghua University · Beijing, China · 09/2021 – 07/2022 & 09/2023 - 07/2025 lst place in the Chinese University Ranking (QS 2022) Combinatorics, Algorithms, Advanced Machine Learning, Big Data, Data Science, Computer Graphics, Human Computer Interaction Technologies,

Master's Degree + Bachelor's Degree in Information Technology

Chinese Language, Distributed Database Systems



Epitech \cdot Paris, France \cdot 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

• English: Fluent, IELTS 8.0 (C1/C2)

• Simplified Chinese: Elementary

German: Elementary

SKILLS

- Programming Languages: C++,
 GLSL, HLSL, C#, C, Python, Lua, Bash,
 JavaScript, PHP, HTML/CSS
- Software/Libraries: OpenGL, Vulkan, NVN, GNM, 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 a general Object Recognition AI with the OpenImages dataset
- Game Programming: RPGs,
 Tower Defense, RTS, FPS,
 Platformer, ...
 Made with Unity, UE4/5, SDL, SFML,
 CSFML or Game Maker Studio