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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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.
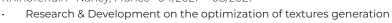
WORK EXPERIENCE

Internship - 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

- Research & Development on the optimization of textures generation methods from pictures of an entity (Linear Algebra, OpenGL, ...)
- 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 (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 (QS 2022)
Combinatorics, Algorithms, Advanced Machine Learning, Big Data, Data Science, Computer Graphics, Human Computer Interaction Technologies, Chinese Language, Distributed Database Systems

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

Epitech · Paris, 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
- **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 Sub-surface 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