

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 |

GPA: 4.0/4.0, Ranking: 1/63

09/2023 – 06/2025 | Beijing, China

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

12/2018 – 06/2023 | 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, ...), Functionnal, 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 in Computer Graphics

02/2025 – 06/2025 | 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

02/2024 – 09/2024 | 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

Game Porting Software Engineer - Full-time

09/2022 – 08/2023 | 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

04/2021 – 07/2021 | 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

09/2020 – 01/2021 | 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

09/2020 – 01/2021 | 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**.

🧠 Skills

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

Computer Graphics • HLSL/GLSL • Vulkan/OpenGL/SFML •

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

Unreal Engine 5/Unity • Linux/Windows/MacOS •

Visual Studio/CLion/VSCode/XCode