

Pruvost Kevin

Looking for a Software engineering 4-6 months internship starting February 2022



+33 6 88 05 40 78



pruvostkevin0@gmail.com



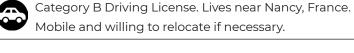
linkedin.com/in/kevin-pruvost-3766a4178



github.com/kevinpruvost



kevinpruvost.github.io/portfolio/



Hello! I'm Kevin, a 4th year student in Software Engineering studying abroad at the Tsinghua University. I have an absolute passion for Computer Graphics, C++, Research and Teaching. I'm currently looking for an opportunity to work on complex and meaningful projects with passionate coworkers who got as much will as I have to make their friends and colleagues progress and gather knowledge and experience.

WORK EXPERIENCE

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), capable of building new starts for projets a lot faster, connected with the Gitlab environment of the company to connect other modules/submodules/projects.
- Development of a Translation module and a TV program module for a vocal assistant (AI) in C++.

EDUCATION



Master's Program in Advanced Computing (Exchange Year)

Tsinghua University · Beijing, China · 09/2021 – 07/2022 Combinatorics, Algorithms, Advanced Machine Learning, Big Data, Computer Graphics, Advanced Network Management, 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, Dynamic Linking, Low-Level Programming, Graphical Programming (OpenGL), Web & Mobile

Development, Entrepreneurial project of a non-euclidean plugin enhancing graphics capabilities of game engines.

High School Diploma in Sciences (Baccalauréat Scientifique)

Lycée Boutet de Monvel · Lunéville, France · 2015 - 2018

LANGUAGES

• French: Native Language.

English: Fluent, TOEIC (905/990).

• German: Elementary Notions.

Chinese: Elementary Notions.

SKILLS

- Programming Languages: C++, C#, C, Python, Lua, Bash, JavaScript, PHP, HTML/CSS.
- Software/Libraries: OpenGL, GLSL, Unity, Qt, Boost, ReactJS, SFML, 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

- Babel: Online Chat GUI software (Skype-like) made in C++ (Qt, Boost).
- MathPot: Optimized Mathematics engine made in C++, inspired by glm.
- R-Type: Game engine made in C++ which has network, multi-threading, separated loops and dynamic libraries capabilities.
- Games Creation: RPGs,

 Tower Defense, RTS, FPS,
 Hotline-Miami like,
 Platformer, made with Unity,
 UE4, SDL, SFML, CSFML or
 Game Maker Studio.