



Pruvost Kevin

Looking for a Software engineering
6 months part time position
starting September 5, 2022



Category B Driving License. Lives near Nancy, France.
Mobile and willing to relocate if necessary.



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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 projects 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, 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, 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++, GLSL, C#, C, Python, Lua, Bash, JavaScript, PHP, HTML/CSS.
- **Software/Libraries** : OpenGL, 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

- **Raytracer**: Raytracer made in C++ supporting shades, lights and ray collision with spheres, cubes, cylinders, planes...
- **Mesh Simplification & Subdivision**: Scientific research on making meshes less complex in terms of geometry or smoother.
- **Human Skin Rendering**: Lights, Shaders & Materials manipulation to render realistic human skin.
- **Games Creation**: RPGs, Tower Defense, RTS, FPS, Hotline-Miami like, Platformer, made with Unity, UE4, SDL, SFML, CSFML or Game Maker Studio.