Pruvost Kevin

Looking for a Software engineering
6 months internship
starting September 5, 2022

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

Hello ! I'm Kevin, a 5th 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
1st place in the Chinese University Ranking.
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:** Implementation of Separable Sub-surface Scattering 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.