

MARIUS JENIN

3D & RENDERING ENGINEER

I'm a 23-year-old software engineer specialized in 3D, rendering, video games and image processing. I have an in-depth knowledge of 3D applications and 2D and 3D data processing.



CONTACT DETAILS

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 mariusjenin.github.io

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SKILLS

- Preferred Languages : **C++** **C#**
- 3D Computer Graphics : **GLSL** **HLSL**
- Familiar with low-level principles such as **SIMD** and **CUDA** GPGPU programming
- Experience in Web/Mobile languages, database and tool development.
- Mastery of technical English and proficiency in everyday English.

EDUCATION

University of Montpellier, Montpellier

MASTER IN COMPUTER SC. *IMAGINE*

2022 - 2023

- In the Top 3 of the promotion
- Learning in computer graphics and 3D, Render, Image Processing, AI and interactive applications

University of Lorraine, Nancy

COMPUTER SC. DEGREE

2021

- In the Top 2 of the promotion
- Development of skills acquired in DUT

IUT Charlemagne, Nancy

TECHNICAL UNIVERSITY
DIPLOMA (DUT)
IN COMPUTER SC.

2019 - 2020

- In the Top 5 of the promotion
- In-depth IT learning in diverse computer domains

CAREER PATH

Render & Engine Engineer

Fall 2023 to Today

Virtuos Labs - Montpellier

- Permanent contract at the VIRTUOS video game development studio, specializing in R&D for game engines on AAA games.
- Responsible for developing a virtualized mesh geometry technology and integrating the rendering on an Open-Source engine.

Pipeline Developer

Fall 2022 to Fall 2023

Illogic Studios - Montpellier

- Work-study at the animation studio Illogic Studios
- In charge of creating tools to improve the studio pipeline. Some directly help artists and others improves the maintainability of productions

Web and Mobile Developer

2022 - 2021 - 2020

Metadjioo - LORIA - NEFTIS

- 3 internships to learn about the company environment
- In charge of developing web and mobile applications with Rest API

See more on my website : mariusjenin.github.io