MARTIN PÉNARD

SOFTWARE ENGINEER

martin.penard@proton.me

(+33) 6 22 27 42 97

Profile

After 5 years of experience in the field of video game programming, I am now looking for a new engineering challenge in Denmark!

Technical

C/C++, C#, Java	**Gitlab**, Jira, UML Diagrams	**English, French**, Danish
Visual Studio, CMake	**Git**, Perforce	Automated Build Systems
IMGUI, Qt, Winforms	OpenGL, GLSL, SDL	HTML, CSS, JS

Experience

Piece Of Cake Studios
2022 (6 months)

Engine programmer - My Fantastic Ranch (Unity)

Porting of the game to Switch, Xbox Series X/S, PS5, Xbox One, PS4, Steam.
Code profiling and optimization, rendering optimization, rendering guidelines to reach our FPS target.
Automated builds for all platforms and asset bundles.
Responsible for an engine programmer intern.
Point of contact on technical issues for the team and the remote QA team.

Homo Ludens
2021 (9 months)

Gameplay Programmer - Blooming Business Casino (Unity)

Implemented many gameplay features as described by the design documents
AI (Behavior Tree, State Machine)
Code profiling and optimization.
Took part in the software design and technology choices made by the team.
UI, tooling, optimization, rendering, etc.

Ubisoft
2018-2020

Engine programmer - Just Dance 2021/2020/2019

Just Dance 2021: Porting of Just Dance to two new platforms : Xbox Series X/S and Play Station 5.
Just Dance 2020: Porting of Just Dance to Stadia.
Just Dance 2019: Developed a tool to simulate network bandwidth variations and analyse the video streaming algorithm.

Bulwark Studios - Internship
May and June 2016

Programmer - Twaig (iOS/Android)

Gameplay mechanics implementation, assets integration (Spine2D, image, sounds), UI improvements.
I also did some level design and bug fixing.

Education

Master's Degree in Game Programming

ENJMIN, Angoulême (2016-2018)
Game Engine Programming: 3D rendering, networking, sound synthesis, AI, procedural generation
Gameplay programming: Unity3D, Unreal engine
Game design, level design, UI/UX, Project Managment, Sound Design.