

MARTIN PÉNARD

SOFTWARE ENGINEER



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Profile

Software Engineer with 5 years of experience in video games, now looking for a new software engineering position in Denmark.

Technical

C/C++, C#, Java.

Git, Perforce, Automated Build Systems, Gitlab, Jira.

English, French.

Experience

Software Engineer Senior - Piece Of Cake Studios

02/2022 - 08/2022

Ported the game to multiple platforms (Switch, Xbox Series X/S, PS5, etc.), from compiling to shipping.
Improved the game performance by profiling and optimizing bottlenecks (both CPU and GPU).
Mentored a software engineer intern.
Put in place and communicated guidelines to reach our FPS target.
Contact person on technical issues.

Software Engineer - Homo Ludens

05/2021 - 01/2022

Implemented crucial gameplay features required to bring product to market, touching on subjects such as AI, data flow, internal tooling, rendering, UI.
Involved in the software design and technical decisions of the team.
Daily PR reviews.

Software Engineer - Ubisoft

03/2018 - 12/2020

Ported the C++ engine to new platforms (PS5, XBOX SX, Stadia).
Mitigated input lag in the context of game streaming platform.
Developed a tool to simulate network bandwidth variations and analyse the video streaming algorithm.

Software Engineer Intern - Bulwark Studios

05/2016 - 06/2016

Implemented gameplay mechanics.
Integrated assets (animations, image, sounds, music.)
Fixed bugs.
Designed levels

Education

Master's Degree of Software Engineering, focus on Game Engineering
ENJMIN, Angoulême (2016-2018)

Game Engine Engineering: C++, 3D rendering, networking, AI, procedural generation

Gameplay Engineering: Unity3D, Unreal engine

Game design, level design, UI/UX, Project Management, Sound Design.