Romain **Ringenbach**

I am looking for a programmer position in Canada in the video game industry.

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Skills

Programming	C/C++, JAVA, Python, Node.JS/Electron, SQL
2D/3D	Unity, Godot, Blender, OpenGL, GLSL, OpenCV, OpenCV Machine Learning, Qt
Web	JavaScript, TypeScript, WebGL, Vue.js, HTML, CSS/SASS
Other	Git, Jira, CMake, Cross Compilation

Languages

French	Native
English	Professionnal, TOEIC (855)
Japanese	Novice

Experience

2018 - 2019   **R&D Engineer (Coop programm)**, *Blacknut*, Rennes, France.

Research and Development project that aims to stream video in a constraint of cloud gaming (real time, low latency), to a software client made with Electron framework. The project is divided in two challenges.
- Integrate the existing network solution as an Electron addon
- Adapt the video streaming to the constraints of the Chromium (used by Electron to show GUI of applications) decoder.

2018   **R&D Engineer (Intership)**, *Blacknut*, Rennes, France.

Research and Development project that aims to benchmark and improve the quality of the video streaming of the Blacknut service.
- Integration of measure probes inside the software.
- Development of a benchmark method to physically measure the latency of the video streaming.

2015   **JavaScript Developer (Internship)**, *nGauge*, Moncton, Canada.
- Realization of a library for the creation of dynamic graphs *Realization of a graphic library based on Google Map API.*

2011-2017 (summer)   **Temporary lock keeper**, *Region of Brittany*, Rennes, France.
- Passage of the boats on the channel of Ille and Rance, reception of the public.

Education

2015 - 2019   **Master in Computer Science**, *ESIR, University of Rennes1*, Rennes, France.
- Final year as a coop programm with Blacknut
- Option Digital Imaging : Image Synthesis, Video Games, Visual Effects, Medical Imaging

2013 - 2015   **2-year technical degree in IT**, *University of South Britany*, Vannes, France.
- Software programming and web development

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Projects

DeepBlue	An exploration video game with an anxiety provoking atmosphere where you pilot a submarine always under the pressure of depths and where you will have to compensate the lack of visibility with sonars. DeepBlue has been developed in a group while my last year of study. The project resulted in a prototype where a particular emphasis was placed on the visual and acoustic ambiance.
SblorbKiller	An metroidvania like made for the MetroidVaniaMonth n°5 game jam. You play a space technician in charge of autonomous space-stations maintenance who will run into strange gelatinous in appearance creatures during a mission.
FreeCar	A game prototype made for BoredPixelJam n°5 game jam. You are an autonomous car that became aware of its existence and since, only dream of running at top speed. For this game, I wanted experiment rendering methods used for pseudo 3D in old racing video games.
TextureQuilting	Based on work of Alexei A. Efros and William T. Freeman published in the article *Image Quilting for Texture Synthesis and Transfer*, this project aims to generate greater texture from small samples. It can also transfer a texture from an image to another.
Weathering	Based on work of Satoshi Iizuka, Yuki Endo, Yoshihiro Kanamori and Jun Mitani published in the article *Single Image Weathering via Exemplar Propagation*, this project aims to age an element in a picture with the propagation of an aging clue (rust on a car, moss on a statue, etc).
Access To Books	Project in a team with students in graphic design from the European Academy of Art in Brittany about a project of a collaborative workstation on books. I made the graphical interface which includes library management, the visualisation of pages in high definition and the tool to create montage (in SVG) with images from books.

Extracurricular Activity

2015 - 2016   **In charge of the magazine**, *Students Office (BDE) at École Supérieure d'Ingénieurs de Rennes*, Rennes.
- Creation of two editions of the *GGGM* magazine: creation of the layout and the content
- Organisation of the *2016-2017 BDE* elections debate, interview of the electoral lists and the current BDE.
- Participation in the organization of various events.

2016 - 2018   **Teaching and founding member**, *Japanese club of the university of Rennes1*, Rennes.
- Beginner Japanese lesson instruction.
- Making presentations on Japanese culture.