Romain **Ringenbach**

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Skills

Programming	C/C++, Python, Node.JS/Electron, SQL
2D/3D	Unreal Engine, Unity, Godot, Blender, Houdini, OpenGL, 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
- Digital Imaging Option: Video Games, Visual Effects, Image Synthesis, Animation, AI.

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

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Projects

Project D	Project D is a racing game inspired by the Japan's street racing culture. ❶ See my portfolio.
	• Implementation of basics gameplay mechanics including car technical tuning.
	• Realisation of different particles systems.
	• Car animation and sounds effects.
DeepBlue	DeepBlue is an underwater exploration game with an atmosphere. ❶ See my portfolio.
	• Implementation of gameplay mechanics such as submarine movement and sonars system.
	• Implementation of visual effects with shaders and particles systems.
	• Realization of 3D assets and animations for the submarine.
SblorbKiller	An metroidvania like video game set in space. ❶ See my portfolio.
FreeCar	An pseudo 3D racing video game set in a near future. ❶ See my portfolio.
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.❶ See my portfolio.
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). ❶ See my portfolio.
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.❶ See my portfolio.
Fourmil1	Project in a team on an anthill simulator (moving, seeking food, pheromones) and its graphical interface with *Qt*. I also made *pixel art* assets about the wordplay *fourmi/formule1*.

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.