Romain **Ringenbach**

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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.

Skills

Programming	C/C++, Python, Node.JS/Electron, SQL
Web	JavaScript, TypeScript, WebGL, Vue.js, HTML, CSS/SASS
2D/3D	Unreal Engine, Unity, Godot, Blender, Houdini, OpenGL, OpenCV, Qt
Other	Git, UML, Jira, CMake, Cross Compilation
Languages	French (native), English (TOEIC 855), Japanese (Notions)

Professional Experience

2018 - 2019	**R&D Engineer (Internship and Co-op programm)**, *Blacknut*, Rennes, France.
	• Delivery of a player prototype for the Blacknut streaming service that could be embedded in the existing PC application and support constraint of cloud gaming (real time, low latency).
	• Delivery of a benchmark bench allowing a physical measure of streaming latency.
	• Assistance in the writing of a detailed report on streaming latency.
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.

Projects

Project D	Project D is a racing game inspired by the Japan's street racing culture. ⓘ See my portfolio.
DeepBlue	DeepBlue is an underwater exploration game with an atmosphere. ⓘ See my portfolio.
SblorbKiller	An metroidvania like video game set in space. ⓘ See my portfolio.
TextureQuilting	Implementation of the algorithm introduced in *Image Quilting for Texture Synthesis and Transfer* which aims to generate greater texture from small samples. ⓘ See my portfolio.
Weathering	Implementation of the algorithm introduced in *Single Image Weathering via Exemplar Propagation* which aims to age an element in a picture (rust on a car, moss on a statue, etc). ⓘ See my portfolio.
Access To Books	Work with the European Academy of Art in Brittany about a project of a collaborative workstation on books. ⓘ See my portfolio.
Fourmil1	Project in a team on an anthill simulator (moving, seeking food, pheromones) and its graphical interface with *Qt*.