

# Romain Ringenbach

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nealith | 🌐 Romain Ringenbach | 🎮 nealith

## Summary

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Enthusiastic video game player and developer with the ability to quickly master new tools and being patient at problems solving. A recent graduate in Computer Science from a French graduate engineering school, I am looking for an opportunity to begin my career in game industry.

## Skills

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Programming	C/C++, JAVA, 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

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French	Native
English	Professionnal, TOEIC (855)
Japanese	Novice

## Experience

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- 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 (Internship)**, *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.*
- Realization of a library for the creation of dynamic graphs
- 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

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- 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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## Video game projects

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2020 **Project D (Solo)**, *Personal project*.

Project D is a racing game inspired by the Japan's street racing culture. ⓘ See my portfolio.

- Implementation of basics gameplay mechanics including car technical tuning.
- Realisation of different particles systems.
- Car animation and sounds effects.

2018 - 2019 **DeepBlue (Team of 3)**, *ESIR, University of Rennes1*.

DeepBlue is an underwater exploration game with an atmosphere. ⓘ 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.

2019 **SblorbKiller (Solo)**, *Personal project, Metroidvania Month 5*.

An metroidvania like video game set in space. ⓘ See my portfolio.

2019 **FreeCar (Solo)**, *Personal project, Bored Pixels Jam 5*.

An pseudo 3D racing video game set in a near future. ⓘ See my portfolio.

## Other projects

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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

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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.