

Romain Ringenbach

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

🏠 Le Tertre, 35740, Pacé, France | ☎ +33 6 46 27 75 74 | ✉ hello@romainringenbach.com | ⓘ
www.romainringenbach.com | 📱 nealith | 🌐 Romain Ringenbach | 🎮 nealith

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

Skills

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

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.
- 2017 - 2019 **Projects in imagery**, *ESIR, University of Rennes 1*, Rennes, France.
- Underwater exploration video game with atmosphere. Texture generation, texture transfer, element aging on pictures.
 - Project in collaboration with the European School of Art of Brittany, realization of a GUI for a collaborative work table around books.
 - Realization of an anthill simulator (movement, foraging, pheromones) and its interface with Qt.
- 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.

Languages

French	Native
English	Professionnal, TOEIC (855)