

Romain Ringenbach

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

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 (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.*
- 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. ⓘ 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. ⓘ 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. ⓘ See my portfolio.
- FreeCar** An pseudo 3D racing video game set in a near future. ⓘ 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. ⓘ 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). ⓘ 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. ⓘ 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.