Romain **Ringenbach**

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Summary

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

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

French	Native
English	Professionnal, TOEIC (855)
Japanese	Novice

Experience

2018 - 2019 **R&D Engineer (Coop programm)**, *Blacknut*, Rennes, France.
The research and development project aims to stream video in a cloud gaming constraint (real-time, low latency) to a software client made with the Electron framework. The project is divided into two challenges.
- Integrate the existing network solution as an Electron addon.
- Adapt the video streaming to the Chromium decoder constraints (used by Electron to show GUI applications).

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 program 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

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

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

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.