

Romain Ringenbach

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nealith | 💼 Romain Ringenbach | 🎮 nealith

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, 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
 - Option Digital Imaging : Image Synthesis, Video Games, Visual Effects, Medical Imaging
- 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)**, *Personnal project*.

Project D is a racing game inspired by japanese street racing culture. ⓘ See my portfolio.

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

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)**, *Personnal project*, Metroidvania Month 5.

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

2019 **FreeCar (Solo)**, *Personnal 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.