

Romain Ringenbach

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

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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

Languages

French Native

English Professionnal, TOEIC (855)

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.
- 2016 **Java Developer (Internship)**, *Dareboost*, Rennes, France.
- Detection of regressions, abnormal values, on continuous performance analysis.
- 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.*
- 2013 **Project management (Internship)**, *City of Cesson-Sévigné*, Cesson-Sévigné, France.
- Renovation of a building to accommodate the La Passerelle social grocery store.
- 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.

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Projects

- DeepBlue** An exploration video game with an anxiety provoking atmosphere where you pilot a submarine always under the pressure of depths and where you will have to compensate the lack of visibility with sonars. DeepBlue has been developed in a group while my last year of study. The project resulted in a prototype where a particular emphasis was placed on the visual and acoustic ambiance.
- SblorbKiller** An metroidvania like made for the MetroidVaniaMonth n°5 game jam. You play a space technician in charge of autonomous space-stations maintenance who will run into strange gelatinous in appearance creatures during a mission.
- FreeCar** A game prototype made for BoredPixelJam n°5 game jam. You are an autonomous car that became aware of its existence and since, only dream of running at top speed. For this game, I wanted experiment rendering methods used for pseudo 3D in old racing video games.
- 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.
- 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*.
- DODWAN-EXPE** In my last year of study at the university institute of technology of Vannes, I worked in a team to the development of a graphical interface using *GraphStream* for a demonstration software from the DODWAN-EXPE project made by the team CASA of Research Institute of Computer Science and Random Systems (IRISA).

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Education

- 2015 - 2019 **Master in Computer Science**, *ESIR, University of Rennes1*, Rennes, France.
- Final year as a coop program with Blacknut
 - Option Digital Imaging : Image Synthesis, Video Games, Special Effects, Medical Imaging, Graphical User Interface, Compilation for Imaging, Video Compression, Image Processing, Analysis and Classification
- 2013 - 2015 **2-year technical degree in IT**, *University of South Brittany*, Vannes, France.
- Software programming and web development
 - Project Management, Software Conception
- 2011 - 2013 **2-year technical degree in Civil Engineering, option Energy and Environmental Mastery**, *University of Rennes1*, Rennes, France.
- Building techniques, Project management

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.