Nicolas Silva

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www.github.com/nical/
twitter: @nicalsilva

age: 22
Situation: Student
Mobility: international

Career plan

Software architect in creative projects

Education

[2012] · · · **[2007]**

INSA Lyon
School of
Engineering

5
4
3
2
1

Computer engineering
department

During 5th year:
1 semester at the
**Technical University
of Denmark** 🇩🇰 🇬🇧

General scientific knowledge

During 2nd year:
all courses
🇬🇧 **in English**

Scientific High School diploma, graduated with **Honours**

[2006 - 2009] **Graphic arts** night classes at **Emile Cohl** Art school, Lyon, France

Languages

English: Fluent
- 2nd year: **all courses** in **English**.
- **2 months** in **Australia** (Exchange)
- **1 semester** in **Denmark**(Erasmus)

French: Native speaker

Spanish: Read, spoken, writen
- **1 month** in **Argentina**

Skills

- Team work
- Software engineering
- Software quality
- Project management
- Agile development
- Software architecture and design
- Test-driven development
- GNU/Linux, Windows XP/7, VxWorks
- Object oriented programming
- UML
- Computer graphics
- Graphical user interface design
- Concurrent programming
- Network programming
- Realtime programming
- Working with large code bases

Tools

Visual Studio
Eclipse
Netbeans
Vim
gcc
GDB
Git
Perforce
Mercurial
SVN
CMake
Scons
Doxygen

Unity3d
Blender
Inkscape
Photohop
Illustrator
The Gimp

Programming

C++ **c** **D**₂ **Python** **C#** **Lua** **Java** **LaTeX** **JS** **Matlab** **HTML/CSS** **Pascal** **SQL**

Qt Boost **Optix**
OpenGL **Cairo** **[2.x/3.x]**
WebGL **CUDA**

Various Projects

- **Conception** & **development** of an open-source generic **node compositor** framework for **D** and **C++** → www.github.com/nical/kiwi
- A VST convolution reverb effect for **audio processing** softwares in **C++**
- A **raytracing** 3d renderer in **C++** with nvidia Optix
- A real-time **raymarching** demo using **OpenGL**
- A **radiosity** based renderer with **OpenGL**
- An **OpenGL** 3d renderer in C++
- A **WebGL** demo made in 24h → www.nical.github.com/webgl-flares
  - · · · Other projects at → www.github.com/nical/

Work experiences [internships]

——————————————————— (2011)

Game engine developer - **Ubisoft Paris** - 4 months
- Integration of online technologies into an XBox360 game engine **[C++]**
- Tool Developments **[C#]** } Within a team of **100** persons

——————————————————— (2010)

C++ developer - **CNRS** (Lyon, France) - 3 months
- Development of an optimized data structure for discrete geometry processing, based on Morton hash-tree **[C++]**
- Creation of plugins for a discrete geometry software (ParaView) **[C++]**
- Development of a plugin generator **[Python]**

——————————————————— (2008)

Worker - **VG Goossens** (Lyon, France) - 1 month
- Work in a packaging factory

Volunteering [at INSA Lyon]

——————————————————— (2010 - 2011)

- **Graphic artist** for the student union (Annual budget: 500 k€)
- **Organizer** of various campus events (Student introduction weekend, Ubuntu install party, IT recruitment forum...)

——————————————————— (2009 - 2010)

- **Graphic artist** for the student news paper l'*Insatiable*
- **Organizer** of The INSA Lyon Gala, decoration team (budget: 180 k€)

——————————————————— (2008 - 2009)

- **3d artist** for the student association INSA Game Creator

Interests & Activities

Music
GraphicArts
Inspirations
Computers
Sport

Piano / Guitar /
Drawing / Painting / Infography /
Reading / Movies / Art /
Free Open-source software /
Ski / Snowboad / Swimming /

Referees

- David Coeurjolly: david.coeurjolly@liris.cnrs.fr
- Christian Wolf: christian.wolf@insa-lyon.fr