22 Bd Kellermann
75013 Paris - France
French Nationality
Born on October 27th 1986

Antoine Leblanc

Computer Science Engineer
C++ enthusiast / video game developer / demomaker

+33 6 18 58 30 99
antoine.jp.leblanc@gmail.com
http://nauths.fr

———— Professional Experience ————

Since September 2009	**Engineering and Development Manager** **Altribe - Paris, France** Massively multiplayer online game development
September 2009	**Co-creation of video game studio Altribe** Young startup focused on massively multiplayer online strategic games.
February 2009 - July 2009	**(Internship) Research and Development** **Dassault Systèmes - Vélizy, France** Surface deformation and animation
September 2007 - January 2008	**(Internship) Research and Development** **Thalès / Theresis - Palaiseau, France** SOA-based High-Availability Platform development
2005, 2006	**(Internship) Software Development** **Daxium - Paris, France** Creation of two C# applications: Flash Web Generator and PictBase PocketPC

———— Education ————

February 2007 - July 2009	Student/Researcher at the LRDE (EPITA Research and Development Laboratory) in Game Theory
September 2004 - July 2009	Graduated from EPITA (Ecole Pour l'Informatique et les Techniques Avancées)
July 2004	French S Baccalauréat with honours

———— Skills ————

Spoken languages	**French**: mother tongue **English**: fluent **German**: a few notions **Japanese**: a few notions
Operating Systems	Linux (Gentoo, ArchLinux), FreeBSD, Windows...
Programming Languages	C++, Python, shell script, Makefile...
Libraries & Frameworks	Boost C++ libraries, Qt, OpenGL, SDL...
Development Tools	Emacs, Microsoft Visual Studio, SVN, git...
CMS	Drupal
Presentation	LaTeX

Project Details

Via Victoria   **Massively multiplayer online game**

Development of the client side of a strategy game named *Via Victoria*, at Altribe. Core development was made with C++ and Boost while UI development was made with Qt. The game features "turn by turn" strategic choices and real-time military action.

More info at http://www.altribe.com.

Used techs: C++, Boost, OpenGL, QT

Stream   **Adaptive tower defense game**

Stream is a side-project, a tower defense game in which enemies have a dynamic and adaptive behavior: they update their chosen path according to player's play style.

The game is still in development; more news and infos at http://nauths.fr (in French).

Used techs: C++, Boost, OpenGL

Other

Demoscene   Member of Ctrl-Alt-Test demoscene group
B - Incubation (64k):
- 1st place at Evoke 2010
- nominated for 2010 Scene Awards (breakthrough performance)

Projects   Working on a few personal projects; more details at http://nauths.fr (in French)

Other involvements   Bass in *Note et Bien* choir
Former president of a school board game association
Head of a list running for Student Bureau

Leisures   Piano, theremin, ski, reading, movies, video games, brain-teaser games...

Travels   England, Germany, Scotland, Italy, Norway, Japan, Israël, Palestine, Morocco, Mali, USA...

CV   This CV was made with LaTeX. Sources can be found at http://nicuveo.github.com/CV.