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
nauths.fr
github.com/nicuveo

Professional Experience

Since Septembre 2012	**Software Developer** **Criteo - Paris, France** Member of the *R&D* team
September 2009 - July 2012	**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

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)

Skills

Spoken languages	**French**: mother tongue **English**: fluent **German**: a few notions **Japanese**: a few notions
Programming Languages	C++, C#, Python, Haskell, Rust, shell script, Makefile...
Libraries & Frameworks	Boost C++ libraries, Qt, OpenGL, SDL...
Development Tools	Emacs, Visual Studio, SVN, git...
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.

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 nauths.fr.

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 nauths.fr

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 github.com/nicuveo/CV.