Stéfan OUMANSOUR
Software Developer

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I am a 23 year old passionate and meticulous programmer. I've been working on many different, mostly video game related projects here and there, the latest of which is a modern Vulkan game engine. I am an enthusiastic and curious person, and eager to learn new things and collaborate on interesting projects with interesting people.

WORK EXPERIENCES

Video game programmer, Fomenko　　　　　　　　　　　　　　　　*March 2024 – July 2025*

Worked on a game mainly as an engine and graphics programmer to make a game from scratch in Jai using OpenGL and Metal at Fomenko. I implemented various rendering techniques and systems such as cascaded shadow maps, SSAO, a material system, a graphics abstraction API, a UI framework and tools for the artist in the team.

3D animation visualization software　　　　　　　　　　　　　　　　　　　　*May 2022*

Developed a 3D animation visualization demo software with OpenGL for the Jai programming language, which is shipped with the Jai compiler. Jai is a programming language currently developed by Jonathan Blow, creator of the video games The Witness and Braid.

PROJECTS

Vk-Engine　　　　　　　　　　　　　　　　　　　　　　　　　　　*2024 - current*

Game engine written in Jai using Vulkan. This project started back in January 2024 using OpenGL. Since then I have rewritten it to use Vulkan, and many things have been reworked such as the rendering engine, the entity system, the asset system and the editor. Next, I plan on working on an advanced animation system as well as the physics engine.

Gizmo　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*2024*

Library for editing 3D transformations.

ft_transcendance　　　　　　　　　　　　　　　　　　　　　　　　　　*2023*

School group project where we implemented an online pong game with a chat using VueJS and NestJS in Typescript.

Cubed　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*2023*

Minecraft recreation in Jai using OpenGL. Unfinished project in which I implemented a procedural generation system based on the same principles used in the original game, as well as various editor tools using ImGui.

Linalg　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*2022*

Linear algebra library for video games.

EDUCATION

42 school Lyon, France　　　　　　　　　　　　　　　　　　　　　　*2021 - 2026*
Software engineer and architect

Colbert High-School, Tourcoing, France　　　　　　　　　　　　　*2018 - 2020*
French Bac S, Engineering option

SKILLS

C++, C#, C, Jai, Assembly, Python, Typescript, Javascript
Vulkan, DirectX 12, DirectX 11, OpenGL, Metal, Unity, Unreal, Git
French, English

LINKS

GitHub　　　https://github.com/ostef

Portfolio　　https://ostef.github.io/

Linkedin　　https://www.linkedin.com/in/stefan-oumansour/