Stefan OUMANSOUR

Game Engine Developer

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WORK EXPERIENCES

Video game programmer at Fomenko   *march 2024 – july 2025*

Worked on a game, graphics engine and editor from scratch in Jai using OpenGL and Metal at Fomenko.

PROJECTS

Vox   *2025*

Voxel rendering engine and procedural world generation in C++, OpenGL and Metal.

Cubed   *2023*

Minecraft recreation in Jai using OpenGL

3D animation visualization software   *2022*

Developed a demo software for the Jai programming language in OpenGL.

Beta tester for Jai   *since 2020*

Beta tester for Jai, a programming language for games

ft_transcendance   *2023*

Pong and online chat in browser using Typescript and VueJS (group project at 42 school)

EDUCATION

42 school Lyon, France   *2021 - 2026*

Software engineer and architect

SKILLS

C++, C#, C, Assembly, Python, Typescript, Javascript
Unity, Unreal, OpenGL, Metal, DirectX12, Git
French, English

LINKS

GitHub   https://github.com/ostef

Portfolio   https://ostef.github.io/

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