

# Stéfan OUMANSOUR

## Game Engine Developer

Lyon, France  
+33 6 95 64 26 91

[oumansour.stefan@gmail.com](mailto:oumansour.stefan@gmail.com)

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, 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/>