



Stéfan OUMANSOUR

Computer Science Student

I am a 21 year old computer science student at 42 Lyon looking for a software developer position. Although I study computer science at school, I have been a self taught programmer for 10 years, particularly in the field of video games. My self taught education made me develop problem solving and programming skills as well as autonomy, which I believe to be very important in the field. I am eager to work with other people and contribute to complex projects.

Links

Lyon, France
06 95 64 26 91
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LinkedIn

<https://www.linkedin.com/in/stefan-oumansour/>

GitHub

<https://github.com/ostef>

Portfolio

<https://ostef.github.io/>

Languages

English
French

Soft Skills

Problem solving
Sociability
Organization
Creativity
Curious

Interests

Programming
Drawing
Bouldering
Video Games

Projects and Experiences

2023 -
present

Cubed

Minecraft recreation from scratch using OpenGL. This project is still in development and allowed me to learn more on the subject of procedural world generation. I also did a lot of 3d animation programming, graphics programming and tools programming using the ImGui library.

2022

3d skeletal animation demo

This is a demo program for the Jai programming language. It loads 3d models as well as 3d animations and plays them on the screen. The source code will be shipped with the Jai compiler when it will be publicly available.

2020 -
present

Jai programming language beta tester

Beta tester for a programming language made by the creator of the video games Braid and The Witness. Jai is a programming language in closed beta that is made for video game development. By taking part in the beta, I have been able to meet people from different programming fields in a new community.

2022

ft_irc

Implementation of the IRC protocol. During this 42 school group project, I learned how to use sockets for networking in C++.

2023

ft_transcendance

This is a 42 school web development project. We had to make a website in Typescript to play Pong and chat with friends. For this project I have used different frameworks and libraries such as VueJS and Socket.io.

Education

2021-present 42 school - Lyon
2020-2021 Computer science at University of Lille
2020 Bac S Engineering

Technical Skills

Low level programming	C/C++	OpenGL
Graphics programming	C#	ImGui
Tools programming	x86 assembly	Unity
3d animation programming	GLSL	Unreal Engine
Web development	Python	Blender
	HTML/CSS	NestJS
	Javascript/Typescript	VueJS
		.NET
		Git
		Docker