Hugo Viala

*Looking for an internship in software development.
From July to December 2017*

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Education

2016 – Today	**Computer Graphics specialisation**, *Telecom ParisTech*, Paris. Fourth year study at the Ecole polytechnique with a strong emphasis in Computer Graphics
2013 – Today	**Engineer Diploma**, *Ecole polytechnique*, Palaiseau. French leading engineering school. Study in Computer Science, Computer Graphics and Algorithm.
2010 – 2013	**Mathematics and Computer Science**, *Lycee Saint-Louis*, Paris. Intensive three-year university foundation course preparing for the competitive entrance examinations to the French top engineering schools. Preparation in Mathematics, Physics and Computer Science.

Experience

Vocational

March – Aug 2016	**Gameplay programmer intern**, *Ubisoft*, Paris. — Worked on gameplay code of animal behavior in the world. Emphasis put on performance — Tackled bandwidth issues related to Traffic Vehicle Data Networking — Took care of some engine-related optimization
June – Aug 2015	**Video Intern**, *Arctic Studies Center*, Anchorage, Alaska. — Responsible of producing and conducting three video projects — Emphasis on creativity and scientific rigor of the created content
2013 – 2014	**Developper Intern**, *Direction Generale de l'Armement*, Arcueil. Developed a Java to C++ connector between two existing army simulation softwares.

Projects

2016 – 2017	**Modern Real-Time Point-Based Global Illumination**, *with Tamy Boubekeur from CNRS Telecom ParisTech Computer Graphics Group*, Work in Progress. Research project on Global Illumination techniques. Implementation and extensions in C++/OpenGL on my own 3D renderer.
2015 – 2016	**Procedural generation of 3D terrains**, *with Ubisoft*. Third-year project at the Ecole polytechnique. Use of C++ with OpenGL.
2016 – 2017	**2D Roguelike Game Development**. Creating a small 2D roguelike game using SDL on my spare time. I am describing the prototyping development weekly on my blog.

Miscellaneous

2014 – 2015	**President of the Movie Production Association**, *JTX*, Ecole polytechnique. Managed a team of twenty-five persons to conduct production of several self-made short movie projections for the whole prom.

Computer Skills

Basic	Networking, SIMD optimization
Intermediate	Multithreading, Game Engine Architecture, Adobe Premiere, Python, git, svn
Advanced	Computer Graphics, Mathematics, Java, C, C++, GLSL (OpenGL)

Languages

French (mothertongue), English (fluent), Japanese (beginner), German (beginner)

Interests

Piano, writing, reading, hiking, designing and developing games