Hugo Viala

Engine and Gameplay Programmer

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Education

2016 – 2017	**Computer Graphics specialisation**, *Telecom ParisTech*, Paris.
	Fourth year study at the Ecole polytechnique with a strong emphasis in Computer Graphics
2013 – 2017	**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

Jul 2017 – Today	**Gameplay / Engine programmer**, *Ubisoft*, Paris, Unnanounced Project.
	Working on the vehicle physic simulation and handling system of an AAA unnanounced project
March – Aug 2016	**Gameplay programmer intern**, *Ubisoft*, Paris, Ghost Recon : Wildlands.
	— 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

2017 – 2018	**Hobby 3D Engine**.
	Developing my own 3D engine with a Vulkan back-end.
2016 – 2017	**Modern Real-Time Point-Based Global Illumination**, *with Tamy Boubekeur from CNRS Telecom ParisTech Computer Graphics Group*.
	Research project on Point-Based Global Illumination techniques with interactive framerate. Implementation and extensions in C++/OpenGL on my own 3D renderer.

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

Writing, reading, hiking, designing and developing games, watching Handmade Hero