

Hugo Viala

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Looking for an internship in software development. From June to November 2017

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 **Developer 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 *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 Fighting Game Development**.
Creating a small 2D fighting game inspired by Super Smash Bros. Melee using the Godot Engine with a friend on my spare time.

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