Graphics Programmer

Experience

11/2019 - Today: **Graphics engine programmer, Ubisoft Ivory Tower**

> Shipped The Crew Motorfest.

09/2018 - 02/2019: **Junior graphics engine programmer, OSome Studio**

> Physically based shading pipeline.
> Real-time global illumination. (SSRTGI)
> Image-Based Lighting and various production specific effects.

07/2018 - 08/2018: **Graphics engine programmer intern, OSome Studio**

> GPU optimization on Xbox One, PS4 and Nintendo Switch.
> Customizable per-object dithered transparency.

04/2016 - 07/2016: **Computer Graphics programmer intern, Allegorithmic**

> Substance Engine integration into custom rendering engine.
> Real-time animated procedural materials.
> Development of various proof-of-concepts (PBR shading, tessellation displacement mapping, Variance-Shadow Mapping).

Education

2016 - 2019: **License/Bachelor's degree in Computer Science**, Université Lyon 1

> Data structures, algorithm complexity, linear optimization, DFA.

2014 - 2016: **Vocational Software Engineering Degree**, IUT Reims

> C/C++, Java, graph theory, OpenGL, AR/VR, HTML/CSS/JS/PHP.

Skillset

- **Programming languages**: **C/C++**, shader languages, Rust, HTML/CSS/JS, Python, XML.
- **APIs/Libraries/Platforms**: **OpenGL**, **Vulkan**, D3D11, D3D12, PS4, PS5, Xbox One, Xbox Series X/S, Nintendo Switch, Win32.
- **Softwares**: **Visual Studio** (2010-2022), VS Code, **RenderDoc**, PIX, Nvidia NSight.
- **Languages**: French, English, a bit of German and a bit of Greek.

Other

- **Demoscene**: LNX demogroup (since 2012) / Spectrals demogroup (since 2023).
- **Cooking**: obsessed with every cuisine there is, knows how to make ramen from scratch.
- **Music**: drum'n'bass, jazz, punk rock, rap music, and many more genres.
- **Video Games**: action RPG, FPS (solo and multiplayer alike), puzzle games, sandboxes.