

# Graphics Programmer

## Experience

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

Physically-based shading pipeline.

Real-time global illumination.

Image-Based Lighting and various production specific effects.

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

GPU optimization on XBOne, PS4, Switch.

Customizable per-object dithered transparency.

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

Substance Engine integration.

Real-time animated procedural materials.

Development of various proof-of-concepts (physically-based 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++, Java, graph theory, OpenGL, AR/VR, HTML/CSS/JS/PHP.

## Skillset

- **Programming:** C/C++, shader languages, Python, LUA, XML
- **APIs/Libraries:** OpenGL, **Vulkan**, DX11, **PS4**, **XBOne**, **Switch**, Win32, GLFW
- **Softwares:** Visual Studio (2010-2017), VS Code, **RenderDoc**, NSight, RenderMonkey, Unreal Engine 4, Unity
- **Languages:** French, English

## Other

- **Demoscene:** LNX demogroup, demomaking since 2012 (see portfolio)
- **Cooking:** passionate about curry, pasta dishes and cookies
- **Music:** industrial metal, weird rap, hip-hop, drum'n'bass
- **Video Games:** FPS, multiplayer/coop RPG, sandbox games, mods