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Engine programmer student

Looking for a 6 months internship starting march 2019

Vincent STEHLY--CALISTO

Driving license - Willing to relocate

Education

CNAM Enjmin

2017 - Present, Angoulême, France
Master's degree JMIN
Gameplay/Engine programming

University of Besançon

2016 - 2017, Besançon, France
Bachelor's degree
Mathematics, computer science

Institute of Technology

2015 - 2016, Matane, Canada
2014 - 2015, Belfort, France
Diploma of Higher Education
Computer science basics

Skills

Programming

C++, C, GLSL, x86, C#, Java
SIMD (SSE, AVX), **caches**, Win API

Frameworks and APIs

Vulkan, OpenGL, CMake
Direct Sound, GLFW, OpenVR
SFML, Box2D, Google Test

Engines

Unity 5, Shine Engine
Unreal Engine 4 (basics)

Softwares

Microsoft Visual Studio
CLion, Git, Perforce, GDB, GCC

Languages

Advanced technical english
French (native), German (CLES 2)

Projects

Ordinal Engine - On going

- C++ 14 game engine based on the new **Vulkan** API
- The goal of the engine is **real-time ray tracing** using **Nvidia RTX** or **multiple GPUs** for GPGPU
- Support of **multiple renderers** (OpenGL 3, OpenGL 4)

OOM Engine - August 2018

- A **complete** 3D game engine holding in only **440 KB**
- The game engine was made in C++ with **OpenGL 3**

Cardinal Engine - March 2018

- **3D Voxel** game engine made in C++ with OpenGL 3
- The engine has : **Stereoscopic rendering**, particles (**GPU instantiation**), post-processing, plugins etc.

Experiences

May - September 2017, Besançon (FR)

Shine Research, **Gameplay programmer** (internship)

- Development of a Shoot'em Up in C++ 11
- The game was made with **Shine Engine**, the custom **C++ game engine** of Shine Research

March - June 2016, Montreal (QC)

Beam Me Up, **Gameplay programmer** (internship)

- Realization of several **virtual reality experiences**
- Development with the **SteamVR SDK** on **Unity**

Interests

- I play piano at least once a week and I really like modern or romantic classical music aesthetic like Dvorak, Chopin and Mendelssohn.
- Technology, new hardware architectures, new GPUs, new immersive technologies (VR, eye / hand tracking etc.)