Sébastien ROTH (23 years old) 90 rue racine Villeurbanne, 69100, France

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Developer

WORK EXPERIENCES AND PROJECTS

2017-(5 months)-Video acquisition and processing on CGU-Thales Optronics SA-Paris

 Improved skills on CUDA Framework and NVida API
 Improved skills on QT Framework and OpenGL API
 Optimized the algorithm processing the acquired video

 Environments: CUDA, QT Creator, C/C++, OpenGL
 2017-(3 months)-Video Game Development: Rescale. An exploration game on PC

 Improved skills on Unreal engine 4
 Developed a game in a multidisciplinary team

 Managed the developer of the team

 Environments: Unreal engine 4, Git, Visual studio 2015

 2016-(6 months)-Development web internship on Angular JS -4PM-Ireland

 Improved skills on Angular JS and MVC.net architecture
 Worked in an agile team in English

 Fixed bugs on several 4PM websites with MVC architecture

Environments: English language, Team Foundation server, AngularJS, MVC.NET, PHP

2015 (14 weeks)-Speeding up an electric network simulation thanks to CUDA, Sifoee-Lyon

- -Improved skills on CUDA Framework and C++
- -Researched on existing GPU development technology
- -Developed several CUDA functions and link the current software with the DLL

Environments: C++, C, CUDA, QT Creator

KEY SKILLS

-C/C++/C#

-Artificial intelligence (A*, Expert

system...)

-Unity3D/Unreal engine 4

-3D rendering, shader OpenGL

-Writing English technical documents

-Projects management: UML, merise, Agile method

HOBBIES

-Have a passion for the Japanese culture

-Role play gaming

TRAINING

2016-2017 : Master's degree in graphics programming

2011-2016 : Master's degree EPSI Lyon

2011-2014 IT Bachelor EPSI Lyon

2011-2013 : Superior Technician Degree

LANGUAGES

