



ARTHUR BRAINVILLE

3D graphics and game developer –
looking for end-of-study internship or
junior positions

PROFILE

I am a passionate C++ developer, looking for opportunities in the video games industry, or scientific/industrial simulation, or anything involving interesting real time systems involving 3D rendering and man machine interface.

I've worked on some open source projects, and I built some interesting tools. I invite you to look at my GitHub profile to see some of my work and some of my code!

CONTACT

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GITHUB:
<https://github.com/Ybalrid>

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HOBBIES

Game development (do the occasional game-jam)
Playing music (electric guitar)
Playing video games
Learning about history and mythology

EDUCATION

ESIEA – Graduate school of engineering
2019
Specialization in Virtual Reality

TECH PROJECT

Annwvyn game engine
Open-Source game development framework in C++, using Ogre 3D and other open-source libraries (like bullet physics, OpenAL-soft, ChaiScript) and the official SDKs for Oculus Rift and HTC-Vive (OpenVR)

Ogre_glTF
Importer for glTF assets into the OGRE 3D rendering engine

BtOgre2
I forked and updated the BtOgre plugin (that permit to use BulletPhysics with Ogre) to make it work with Ogre v2-1. This involved redoing the way the mesh geometry is communicated from Ogre to Bullet.

KISSnet
Cross-platform "Keep It Simple, Stupid" socket API for C++17. Tested and working on Windows, Linux, MacOS, FreeBSD and Haiku.

WORK EXPERIENCE

EON Reality Technical Intern
April 2018–July 2018
Worked on an internal framework for developing applications on multiple VR system on Unity. Worked on utilities for making demoes with the Microsoft HoloLens AR headset

SKILLS

Programming Languages: C++, C#, JS, Python
Game engines: Unity
Graphics Programming: OpenGL, Vulkan, GLSL
Languages: French Speaker. English full professional proficiency (TOEIC score: 980/990)