GAME PROGRAMMER INTERN

+33 6 09 34 62 27 ⋄ gabriel.rassoul@gmail.com ⋄ Toulon, France

Gabriel Rassoul - Target: 6 months internship in the game industry (starting ASAP)

Portfolio: `www.gabrielrassoul.com`

OBJECTIVE/PERSONAL PROFILE

The lack of gameplay mechanics allowing the player to be cunning in TPS fighting games is what made me want to make my own games. Hence I want to be able to understand/design/code a procedural animation system (current project, see below), a networking system (basics known, need to code), a physics engine (need to learn more about their architecture) with fluid dynamics (need to learn more), an AI system (basics known, need to code) and camera behaviors (need to learn more).

SKILLS

Computer Languages	Proficient: C#, C++, C ; Prior exp.: Java, OCaml, SQL
Tools	Unity 5, Unreal Engine 4, UML, Git, SVN, Visual Studio, Vim, Make IntelliJ Idea, Ant, on Unix & Windows
Languages	French (native), English (proficient, TOEIC: 835)

EXPERIENCE (Cf. portfolio for more details)

Sep 2017 - Now: 3D Procedural Animation in C++ using Unreal Engine 4 (personal project)

Currently working on animating a character with only 2 keyframes for each animation using blending with different curves. The goal being to interpolate between the skeletal joints' angles based on different curves to quickly generate new animations.

More details and code on my portfolio: `www.gabrielrassoul.com/proceduralAnimation.html`

Aug 2016 - Dec 2016: Programmer intern, Beam Me Up, Montreal

Worked on a prototype of VR application, called Neural Manager, using C# and Unity including network synchronization code, rendering code, video player code, and other stuff. I also had to identify what was our need.

Company web site: `www.bmu.co/`

Oct 2015 - April 2016: A TPS element bending fighting game in C# using Unity (personal project)

Worked on the player physics and behaviour, earth and water elements physics, and the network code for multiplayer fights in LAN.

More details and code on my portfolio: `www.gabrielrassoul.com/powerOfTheElements.html`

Sep 2014 - Jan 2015: GUI & Gameplay Programmer intern, Spiders Games, Paris

As a programmer over 4 months I mainly worked on the GUI and the gameplay on the game The Technomancer.

Game web site: `www.thetechnomancer-game.com/`

Company web site: `www.spiders-games.com/`

More details and projects on my portfolio: `www.gabrielrassoul.com/#experience`

EDUCATION

EPITA, Paris, France *September 2011 - July 2017*
Master's degree in Software Engineering.

UQAC, Chicoutimi, Québec, Canada *September 2015 - December 2016*
Double degree with Master in Computer Science specialized in Video Games.

Nanjing University, Nanjing, China *February 2013 - June 2013*
Five-month exchange at Nanjing University: Computer Science, Chinese Language and Culture.

Followed lectures' list on my portfolio: `www.gabrielrassoul.com/#education`

INTERESTS

Gaming
Gaming (RTS/Survival/RPG/Shooter/Fighting), Table-top Role Playing Game.

Game Design
Animation, Network Correction, Physics, Fluid Dynamics, 3C, Game Programming Patterns, Programming Game AI By Example, A Theory of Fun for game design, Elliptical Learning, Alternative Reality Games.

Community
Worked in 2014 on a fan-made game project about a game in *Avatar: The Legend of Korra* called *Probending Game* but was then aborted,
Former treasurer of EPITA's Students Union.

Sports
6 years of Taekwondo, Few months of Bagua Zhang Cheng style, Tai Chi, Qi Gong & Capoeira

Foreign Cultures
Asian cultures.