Antoine Altorffer

Computer science engineer

16/04/1994
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altorffer@et.esiea.fr

@ online portfolio
antaalt.github.io

Skills

Programmation skills

- C / C++
- Vulkan / OpenGL / DirectX11
- Parallel/Multithread Computing
- Unity / Unreal Engine 5
- JavaScript
- HTML 5 / CSS 3
- GNU/Linux

Softwares

- Blender 3.0
- Photoshop / Gimp
- Visual studio / Git / Perforce

Languages

- English — advanced working proficiency
  TOEIC 925 (March 2017)
- Japanese — basic

Interest

- Animation
- Photography
- Video games
- To draw

Work Experiences

Sept. 2021

Virtuos (Paris)
GRAPHICS PROGRAMMER
Graphics programming within Unreal Engine 5 on a big code-base with graphic features implementation and bug resolutions.
@ virtuosgames.com

Sept. 2018 – Febr. 2021

Kubity (Paris)
3D SOFTWARE ENGINEER
3D Optimisation & development of a photorealistic rendering engine using ray-tracing accelerated on the GPU.
@ kubity.com

Febr. 2018 – August 2018

Kubity (Paris)
END OF STUDY INTERNSHIP ESIEA R&D 3D
3D file format optimisation, 3D conversions & compressions (Google Draco).
@ kubity.com

April 2017 – August 2017

Tama University (Japan)
TECHNICAL INTERNSHIP IN VIRTUAL REALITY
Development of an augmented reality application using Google Tango and Unity 3D in a research environment.
@ tama.ac.jp

April 2015 – August 2015

Wandi (Paris)
WEB DEVELOPER / WEB INTEGRATOR INTERNSHIP
Used JavaScript / HTML for front development and PHP for back development on various web projects, as a team and autonomously, working under tight deadlines.
@ wandi.fr

April 2014 – June 2014

Sampleo (Paris)
WEB DEVELOPER / WEB INTEGRATOR INTERNSHIP
Led front web development with JavaScript / HTML, improved company's website design, helped with the website back-end development using Symfony 2 framework.
@ sampleo.com

Education

2015-2018

ESIEA Graduate school of engineering
Laval (France)
Third year of engineering school specialized in Digital Sciences and Technologies. Delivers an equivalent to a Master of Science.
@ esiea.fr

2014-2015

Licence (three-year university degree) in Multimedia
Paris-Est Marne la Vallée University (France)
University degree in visual studies, multimedia and digital arts (Web, Virtual Reality, Sensors)

2012-2014

DUT (Two-year university diploma in technology) in Multimedia
Paris-Est Marne la Vallée University (Meaux, France)
A two-year undergraduate technical diploma in Computer Science, Art and Communication.

2012

Baccalauréat (science major)
Henri Moissan High School (Meaux, France)