

# Antoine Altorffer

Computer graphics engineer

16/04/1994  
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online blog  
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 4.0  
..... 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

April. 2022  
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Ubisoft (Paris)  
GRAPHICS PROGRAMMER  
Graphics programming on Beyond Good & Evil 2 with a proprietary engine on a big codebase with graphic features implementation and bug resolutions.  
@ ubisoft.com

Sept. 2021  
March 2022  
Virtuos (Paris)  
GRAPHICS PROGRAMMER  
Graphics programming within Unreal Engine 5 on a big codebase 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

## 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)