



Léo CARNAUT-DELORD

COMPUTER ENGINEER

R&D / Engine Programmer

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R&D / ENGINE PROGRAMMER

PROFESSIONAL SKILLS

Programming Languages	C++, C#, Java, Objective-C
API	OpenGL 4 / ES 2, Direct3D 9/11, stl, boost
Consoles	PS4, PS3, Xbox One, WiiU, Android, iOS
GUI API	WPF / xaml, Qt, wxWidget
IDE	Visual Studio / Assist, X-Code, Qt Creator, Eclipse
Softwares	Unity, 3ds Max, Blender, Photoshop, Flash

PROFESSIONAL EXPERIENCE

Frima Studio

Since November 2013

Engine Programmer / Technical Lead - IceWave game engine

- Lead the game engine development team (5 to 10 programmers)
- Develop / optimize / profile on PS4 / PS3 / Xbox One / WiiU / Android / iOS
- Develop / support / maintain the game editor (C# / WPF)
- Develop a particle engine and editor (node base tool)
- Support different projects, mainly Chariot - www.chariotgame.com

Frima Studio - Québec, Canada - www.frimastudio.com

CDRIN / Frima Studio

January - October 2013

Research & Development - in collaboration with Frima Studio

- Work on IceWave, a cross-platform game engine (mobiles & consoles)
- Implement augmented reality features
- Integrate the physics engine Box2D
- Add 3D features (scene graph, skeletal animation, blended / mixed animations)
- Refactor the renderer to support shaders, render targets & new platforms
- Implement a 2d deferred renderer
- Develop a new game engine editor (C#, WPF, XAML)

Digital Imagery Research and Development Center - Matane, Canada - www.cdrin.com

Spiders - internship

February - July 2012

PS3, X-box & PC RPG development

- *Of Orcs And Men* : C++, Game Play, GUI, Debug

Spiders - Paris, Île-de-France, France - www.spiders-games.com

Voxelia - internship

Autumn 2011 - 5h / week

Colored stochastic shadow maps, implementation & benchmarks

- Implement a nVidia paper : C++, OpenGL 4 & glsl

Voxelia - Cravanche, Franche-Comté, France - www.voxelia.com

BulkyPix - internship

August 2010 - January 2011

iPhone & iPad video game development

- C++, Objective-C, OpenGL ES, 2D & 3D games (*Hysteria Projet II*, *9G effect*)

BulkyPix - Vélizy Villacoublay, Île-de-France, France - www.bulkypix.com

EDUCATION

UTBM

2007 - 2012

Computer Science Engineer - Image, interaction and virtual reality

Computer Science, 3d Rendering, AI, Mathematics, & Physics courses

University of Technology of Belfort-Montbéliard (UTBM), Franche-Comté - France

High School Diploma

2007

Scientific Baccalauréat (A level) obtained with honours (mention Bien)

Lycée T. Aubanel - Avignon, Vaucluse - France

PERSONAL WORKS

Beyond
 3D RTS
 Game Engine
 3D Engine
 Game Editor
 Shader Language
 3D FPS
 Virtual Life Simulation

Winner of the pixel challenge 2015 (48 hours contest) - professional category
 Entity & group movement behaviors
 Component Based / C++ annotation system
 Open GL / GCM, Scene Graph, Deferred Rendering, Particules, ...
 Scene / Prefab / Resources / Node Graph / JavaScript Scripting
 Modular language & multi-API (PS3 CG & GLSL output for now)
 Unity, Kinect & PS move, on PC
 Aliens VS. Marines Fight (about 2 000 entities), QuadTree