




Portfolio:
SVIOLIER.COM


References available
upon request

ABOUT ME

Former aerospace & fluid mechanics engineer, my interest in video games led me to change careers to do what I enjoy most: gameplay programming.

PERSONAL DETAILS

 Paris, France
(Willing to relocate)

 sebastien.p.violier@gmail.com

SKILLS

Programming languages
C++, C#, C, HLSL, Python, Fortran

Softwares
Unity, Unreal Engine 4, Houdini, Visual Studio

Versioning
Git, Git Bash and GUI clients


LANGUAGES


French
Mother tongue


English
Fluent (TOEIC: 985/990)


Spanish
Intermediate

HOBBIES

 English & american literature

 Astronomy & space

 Shaders & tech artist tools

 Diving, snowboard, tennis

SEBASTIEN VIOLIER

Gameplay programmer

End-of-studies internship application – Available 2nd March 2020

EDUCATION

- 2018-2020 **Master's degree in Game Programming**
CNAM-ENJMIN, France
 - Teachings: C++, Procedural generation, AI, Engine, Shaders, Mathematics, Softwares: Unity & Unreal Engine 4
 - Projects in teams of 5 to 12
- 2013-2014 **Master's degree in Aerospace engineering**
Ecole Centrale Paris, France
 - With Honors
 - Major in numerical modeling and simulation for fluids
- 2010-2013 **Masters' degree in general engineering**
Ecole Centrale de Lille, France
 - Teachings in many engineering domains including C programming
- 2007-2010 **Undergraduate intensive courses to prepare for nationwide competitive examination ("Grandes écoles" admission)**
Louis-Le-Grand, France
 - Courses in mathematics, physics and chemistry

EXPERIENCES

- 2015-2018 **Ariane 6 propulsion and simulation engineer**
Airbus Defence & Space / ArianeGroup, France
 - Component models programming
 - 1D/3D simulations of fluid phenomena
 - Management of technical subjects with European space industrials
 - **Soft skills:** working in autonomy, communication & reporting, team and interface work, ensuring good relations with clients
- 2014 (6 mois) **Engineering internship: rocket engine cooling simulation**
Safran / ArianeGroup, France
 - Software development in Python, C & Fortran
 - **Soft skills:** decision making, proactivity, ability to summarise Information, organisation

RELATED PROJECTS



AURORE

Adventure-Puzzle (Unity, C#) – Only programmer (team of 9)

- Game logic, systems, menus
- Interactions (rescaling)
- 3D Character Controller
- Shaders & post-process

Rewards: BIC Festival Award for Excellence in Art, BIC Festival Nomination for Rising Star

THE GIRL
WITH LIGHTS
IN HER EYES

Horror (Unreal Engine, C++) – Personal project

- Procedural mazes
- Interactions (eyes, death...)
- Monsters AI (Behaviour trees)
- Shaders & post-process