Engine/Graphics Programmer

Mattéo Legagneux



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https://debaze.github.io



SKILLS







































PLATEFORMS

Windows Linux (Ubuntu)

LANGUAGES

French (native) English C2 Spanish B2

HOBBIES

Piano Hiking Aerial photography

PROFILE

Creative, self-taught and passionate, I look forward to put my experience in game engine and graphics programming in the service of a development studio focuses on high-end technology and renowned internationally.

EXPERIENCE

C++ Programmer

MATHEMATICS LIBRARY

2024 - 2025

- · Vectors, matrices and quaternions
- Intel SIMD intrinsics (SSE, AVX)
- Online specification

Engine Programmer

3D GAME ENGINE

2022 - 2025

- RHI (<u>OpenGL</u> and Vulkan)
- Visibility Buffer, deferred materials, PBR
- Ray-tracing and ray-marching
- MSAA, FXAA
- Custom shader language, compiler and IDE extension
- Sequential Impulses (2D), SAT, GJK, EPA
- FBX, OBJ/MTL, PNG, QOI and TTF format decoding
- DEFLATE decompression
- Sparse ECS
- UI (components, layout, events)
- High-resolution text with SDF
- Asset Builder

Full-stack Developer

KEOLE, ST JEAN-DE-VÉDAS (FRANCE)

09/2021 - 09/2024

- Model and wireframe intégration
- Full-stack development (React, Next.js, PHP, Symfony)
- Mobile application development (Flutter)

FORMATION

Application Developer-Designer

DIGINAMIC, PÉROLS (FRANCE)

04/2023 - 09/2024

- UI conception
- Use of relational databases
- Java development (Spring Boot) and Angular

Web and Web Mobile Developer

DIGINAMIC, PÉROLS (FRANCE)

09/2021 - 03/2023

- Modeling and web integration
- Full-stack development (JavaScript, React and PHP)
- Content management and CMS

General baccalaureate with honours

CLEMENCEAU HIGH SCHOOL, MONTPELLIER (FRANCE)

06/2021