Pestana Alexandre

Graphics programmer

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Professionnal experiences

Graphics programmer – Assassin's Creed Unity

Ubisoft Montréal   **2014**

- 4 months fixed term contract

Graphics Programmer – Unannounced Project

Ubisoft Montreuil   **2013**

- 6 months internship

C# Programmer - Allegorithmic

Game development at *Allegorithmic*   **2012**

- 3 months internship
- Developpement of a runner game for next generation tablets
- Gameplay and shaders

C#/DirectX Programmer

On *Twinmotion 2, real time rendering software by Ka-Ra*   **2009 - 2010**

- Two internships (4 and 6 months) plus a fixed term contract
- Plugins, features and tool development for a 3D real time rendering software, designed for architecture
- Debug and optimization of import/export plugins(fbx, X, obj, dae, 3ds)
- Development of a GPU particles engine used to render rain and snow
- C#, C++, DirectX, XNA, SlimdX, HLSL

Personnal projects

Tiled Deferred Rendering - C++/DirectX11

- I implemented a tiled deferred renderer in order to really understand how this technique works
- I also implemented realtime voxelization, in order to experiment realtime cone tracing and raycasting.
- More informations can be found on my website: www.alexandre-pestana.com

Physically Based Rendering Viewer

- I made a small viewer to be able to quickly see physically based textures in a real time rendering engine
- Experimentation of several BRDF variations in order to see the differences, both on a visual and performance point of view
- More informations can be found on my website: www.alexandre-pestana.com

Education

ENJMIN

French video game school

- Ecole Nationale du Jeu et des Médias Interactifs Numériques

SUPINFO

SUPINFO Strasbourg

- Formation of expert in computer science and information system (Master of Science)
- Master thesis on particles systems for DirectX 9

Bachelor of Computer Science

Limoges

- Mathematics and computer science

Skills

Programming

- C/C++, C#, Objective-C, DirectX, HLSL, OpenGL, GLSL
- Unity3D, UDK, XNA, SDK Windows Phone 7, SDK iOs

Languages

- French : Native
- English : Working knowledge, TOEIC (950 / 990)

Miscellaneous

- Music (guitar, piano)
- Photography