Vincent RABIER

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General information

Profile:

- Great team work and communication skills
- Very good at problems solving with multiple approaches
- Dynamic and sociable

Languages: English (Read, written and spoken with a great technical aspect), French (native)

Hobbies: Video games, reading, TTRPG, new technologies

Education

Master's Degree	**Polytech Tours**, specialized in computer science	2017 – 2021
	• Software engineering, applied mathematics and modeling	
DUT	**IUT de Nantes**, Computer science degree	2015 - 2017
	• Initial learning in computer science and project management.	

Working experiences

Kylotonn, Core engine developer — France, Sept 2020 –

- Developing the proprietary engine of the company in C++ (targeting Windows, XBOX, Playstation)
- Designing and implementation the aliasing / transient resource system (on DX12 & PS5)
- First implementation of the DLSS integration. Implementation of mimalloc on PS5
- Profiling of both memory and CPU usage in existing systems (CPU profiling, code instrumentation, deep modification of memory layouts / algorithms philosophies to be more Data oriented)
- Usage of internal debug tools and externals tools like ASAN & TSAN

Kywatch, WEECOP, multiple internships — France, 2017 – 2020

- Backend and management application development
- Development of user and equipment management softwares and complete backend billing software architecture & development
- Development in Java EE, PHP, C

Personal projects

2D Engine experimentations   ⌗ RedEngine ↗

- Custom homemade C++ 2D game engine
- Focused around experimentation around multiple subjects like HashMap, Arrays and memory management
- Complete ECS implementation
- Experimenting with multithreading and fibers

Technologies

Languages: C++, C, C#, SQL, Python

Technologies: DX12 and PS5 API, ASAN, TSAN

Design: Data Oriented Design, ECS, rendering technologies (Deferred, Forward, Shadows)

Tools: Profiling by sampling / instrumentation, PIX, Git, SVN