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Spoken and written languages:
French and English

TOMMY LEUNEN

ANALYST PROGRAMMER
VIDEO GAME PROGRAMMER

OBJECTIVE : Join a dynamic team as a video game programmer
Available now

WORK HISTORY

January to May 2010 — Game programmer, Université de Sherbrooke (Campus Ubisoft), Canada

Academic project of a multiplayer game development in 4 months, in a team of 4 people.

- Design document preparation of a multiplayer game from constraints, with UML diagrams.
- Development with existing tools like Ogre3D 1.7, Havok Physics & Animation 6.6, RakNet 3 and FMOD Ex 4.26.
- Development of a water shader and caustic in HLSL.
- Version-control with SVN, using the softwares TortoiseSVN 1.6.7 and AnkhSVN 2.1.7, and code programming into Visual Studio 2008.
- Demonstration video: <http://vimeo.com/12886412>

September to December 2009 — Game programmer, Université de Sherbrooke (Campus Ubisoft), Canada

Academic project of a racing game in 3 months, in a team of 4 people.

- Design document preparation of a racing game from constraints, with UML diagrams.
- Development of a 3D engine using object-oriented programming concepts in C++ and DirectX 9.
- Development of a physics engine managing collisions and movements of vehicles.
- Development of HLSL shaders like the Phong illumination model.
- Version-control with SVN, using the softwares TortoiseSVN 1.6.7 and AnkhSVN 2.1.7, and code programming into Visual Studio 2008.
- Demonstration video: <http://vimeo.com/12834337>

February to May 2009 — Java programmer - Internship, LBi, Belgium

3 months internship to do a web application.

- Functional and technical analysis of the application, with UML diagrams.
- Front-end development in Adobe Flex 3.
- Back-end development in Java using framework : Apache Struts 2 and Hibernate 3.3.2, and the tool Apache Maven 2 to manage dependencies of the application.
- Version-control with SVN, using Subclipse 1.6 into Eclipse 3.4.

Since 2004 — PHP Developer & HTML Integrator - volunteer, JeuxOnline.info

JeuxOnline.info is the most important French network of massively multiplayer online games. Each month, it assembles 1.7 million unique visitors and owns over 80 fan-sites dedicated to online games.

- HTML Integration of designs
- Tools Programmer in PHP
- Previously in charge of Guild Wars and The Secret World fansite during several months. My work was to manage the team (5 to 10 people), build websites and communicate with editors and developers.

SKILLS

Programming

Capable of programming fast and reusable code, and making client code simple and easy to maintain.

Use of design patterns.

Meta-programming, traits, optimisations, STL.

Artificial intelligence

Fuzzy logic, Finite state machines, pathfinding, expert systems.

Operating systems

Mac OS X (10.4, 10.5, 10.6), Unix, Windows XP/Vista/Seven

EDUCATION

2009-2010 — M.Sc Games Development, Université de Sherbrooke, Canada

- Project management
- Advanced object-oriented conception
- Advanced concepts of programming
- Scientific foundation for the video game
- Foundation of applied computer graphics
- Treatment of digital media
- Computer graphics and 3D animation
- Applied artificial intelligence

2006-2009 — B.Sc Computer Science, Institut Paul Lambin, Belgium

- Enterprise application architectures (Design patterns and Java EJB 3)
- Network and operating systems management (Internet/Intranet, Unix/Windows)
- Artificial intelligence
- Mobile computer science (Android)
- Organization and enterprise management (Management systems and project management)
- Graphical programming and C++

PUBLICATIONS

Juin 2009 — Report of internship at Institut Paul Lambin, Belgium

« Automating of a process of Google Adwords reports generation controlled by a Java/Flex interface and export with graphics representation in Excel. »

MISC.

Driving licence.

Volunteer at [Montreal International Game Summit](#) 2009 at Montréal.

Animation of the MMO scene at [Paris Game Festival](#) 2008 at Paris with JeuxOnline.info.

Hobbies: Cinema, new technologies, video games (MMO, RPG, FPS), travelling.