

GINESY Louis

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Driver License (French B)

[Website \(Portfolio\)](#)

[LinkedIn profile](#)

Programming:

- C++, C#, C, Java, TypeScript, HTML, Python, JavaScript, VBA
- Java Spring, Angular, Qt (C++), Java Swing, JUnit, Mockito
- Git, Perforce, Jenkins

Game engines:

- Mastery of the *Unity* game engine
- Mastery of the *Unreal Engine 4/5*



Key skills:

- Project management (Agile method)
- Graphic Computing (shape analysis, animation, rendering)
- Human-Computer interface development
- REST webservices development
- Web application development
- Unit testing
- Gameplay development
- Virtual and Augmented Reality (VR/AR) application development
- Online multiplayer game development
- Notions on Databases (SQL)
- Notions of Image processing

Multimedia:

- Mastery of 3D software *Blender*
- Great level in photo editing (*GIMP* mastery)
- Great level in video editing (using *Adobe Premiere Pro*)



Languages:

- French (mother tongue)
- English (C1, TOEIC : 910/990)
- Norwegian (learning)

Hobbies:

- Swimming and Climbing
- Videogame development
- Drawing and Painting (watercolor, acrylic and alcohol markers)
- Modelling and animating 3D models

SOFTWARE ENGINEER IN HUMAN-COMPUTER INTERACTION, WEBSERVICE & GRAPHIC COMPUTING

Available in 3 months

Education

Institut Polytechnique de Paris : IDG - 2021-2022

[Interaction Graphic & Design](#) (IGD) master's degree at the Institut Polytechnique de Paris at Palaiseau (France, 91).

Télécom Sudparis (TSP) - 2018-2021

Engineer school located in Evry (France, 91), specialized into networks and digital.

I attended the final year class [Jeux vidéo, Interactions et collaborations Numériques](#) (JIN) (videogames and digital interactions).

CPGE Lycée Masséna - 2016-2018

Scientific preparatory class located in Nice (France, 06). I attended [PCSI](#) and [PSI*](#) classes.

Work Experience

Consultant for [Sopra Steria](#): **CloudRef** – 2022-2024

In mission for 2 years at [Engie](#) in CloudRef, the team in charge of the Professional Client Direction's data repository. My main occupation is Java Developer on the [Java Spring](#) application that communicates with the database. As such, I implemented new objects and webservices, file batch integration processes, unit tests (using [JUnit](#)) and documentation. I am also developer on CloudRef's [Angular](#) Human-Machine Interface, written in [TypeScript](#). Finally, I contributed to the development of various auto-generation tools in VBA or Windows batch.

The project management follows the [Agile](#) method.

Final year internship (IGD): **Mario+Rabbids** – 2022

Final year internship (IGD) as a [C++](#) Tool Programmer at [Ubisoft](#). I edited the proprietary game engine Snowdrop for the game [Mario+Rabbids: Sparks of Hope](#) released 2022.

Final year internship (TSP): **Rugby 22** – 2021

Final year internship (TSP) as a [C++](#) Gameplay Programmer at [Eko Software](#), on the game [Rugby22](#) released in 2022. I used the company's game engine Cintia.

Guided Research Project: **VR Perspectives** – 2021

Development of a [Virtual Reality](#) application on [Unity](#) to evaluate the impact of using other viewpoints than the first-person perspective.

Associative Commitments - 2018-2020

President and founder of Le RIG (CGI club), vice-president of Gamint (club organizing LANs), member of the art office (BDA), candidate to the student office (BDE).