

# Romain Ringenbach

SOFTWARE ENGINEER

🇫🇷 France • ✉️ hello@romainringenbach.com • 🌐 www.romainringenbach.com • 📱 romainringenbach

## Summary

---

Software engineer based in France seeking a fully remote position. After three years of experience in UI and 3D applications development, I have recently trained in React and I am applying this knowledge in my personal projects.

## Education

---

- 2015 - 2019 **Master in Computer Science**, *ESIR, University of Rennes1*, Rennes, France.
- Final year as a coop programm with Blacknut.
  - Digital Imaging Option: Video Games, Visual Effects, Image Synthesis, Animation, AI.
- 2013 - 2015 **2-year technical degree in IT**, *University of South Britany*, Vannes, France.
- Software programming and web development.

## Skills

---

- Programming C/C++, Python, Rust
- Web React, JavaScript, TypeScript, HTML, CSS
- Other Git, CMake, Unreal Engine
- Languages French (native), English (TOEIC)

## Professional Experience

---

- 2021-Now **Software Engineer**, *Viveris*, Toulouse, France.
- Work on front-end applications to visualize satellites ephemeris and actions
  - Work on a micro-service software to be embedded in mining machine to collect data and upload them on a cloud
- 2018 - 2019 **R&D Engineer (Internship and Co-op programm)**, *Blacknut*, Rennes, France.
- Delivery of a player prototype for the Blacknut streaming service that could be embedded in the existing PC application and support constraint of cloud gaming (real time, low latency).
  - Delivery of a benchmark bench allowing a physical measure of streaming latency.
  - Assistance in the writing of a detailed report on streaming latency.
- 2015 **JavaScript Developer (Internship)**, *nGauge*, Moncton, Canada.
- Realization of a library for the creation of dynamic graphs *Realization of a graphic library based on Google Map API.*

## Projects

---

- wip.* Unnamed video game A third-person view game around industrial spying with infiltration, social engineering and puzzle solving. **Unreal Engine**
- wip.* Budget plugin for Obsidian A plugin to follow your spending, plan future purchases and recurring payment. The plugin is embedded in obsidian and will work with its sync feature and allow to link pages to budget entries. **React, Typescript**
- Access To Books Work with the European Academy of Art in Brittany about a project of a collaborative workstation on books. **Electron, Vue**