



Hello! I'm Romain Ringenbach


Seeking a remote position in which I could further enhance my expertise


Software engineer based in France with 3 years of experience in development using C++ with proficiency in UI and 3D application.


Accustomed to small teams, I worked on projects from small prototypes to industrial ones and experienced a few technical environments including automatic testing, embedded software, and presenting challenges like latency constraints.

Currently, I am dedicated to mastering Unreal Engine, Rust, and Vulkan through my side projects.

Outside of programming, I dance, go to the gym and sometimes I draw :)

 Toulouse, France

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Professional Experience

2021 → Now **Software Engineer**, *Viveris, Toulouse, France*

- Development of UI/3D software to visualize information related to the space domain.
- Development of software for machines on mining sites to aggregate sensor data and store them in a cloud solution with constraints of embedded system and connectivity issues.

2018 → 2019 **R&D Engineer (Internship and Co-op program)**, *Blacknut, Rennes, France*

- Delivery of a player prototype for the Blacknut streaming service that could be embedded in the existing PC application and support constraints of cloud gaming (real-time, low latency).
- Delivery of a physical measure method of streaming latency in order to benchmark.

Education

2015 → 2019 **Master in Computer Science**, *ESIR, University of Rennes, Rennes, France*.

- Final year as a coop program with Blacknut.
- Digital Imaging Specialization: Video Games, Visual Effects, Image Synthesis, Animation, Machine Learning.

2013 → 2015 **2-year technical degree in IT**, *University of South Brittany, Vannes, France*.

- Software programming and web development.

Personal Projects



Video game development

- Currently working on a *motion-matching* plugin for Unreal Engine for an infiltration video game.
- Did some prototypes previously, including car racing, submarine exploration, and street fighting.

Audiovisual projects

- Small projects combining musical loops with visual forms reacting to *midi* signals.
- Learning *Rust* programming language and *Vulkan* API to make software capable of handling visual projects.

