Programmer – Ubisoft Montpellier

Rudy Pons

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Education

2011-2013   Master's degree in game programming — ENJMIN, Angouleme

The French national school of game development. Students from 6 area of expertise make games together.

2009-2011   Degree in Computer Sciences — Bordeaux 1 University

2007-2009   2-years diploma in mathematics — Bordeaux 1 University

Selected Projects

More details in my portfolio (http://ilod.org/en)

Just Dance 2014 (April-November 2013, Internship, Ubisoft Montpellier)
Dance game, working on online multiplayer mode. ***Network, C++, Python, SQL, Consoles (PS3, PS4, X360, XOne, WiiU, Wii)***
http://just-dance.ubi.com/en-gb/games/just-dance-2014.aspx

Valiant Hearts – The Great War (November 2013-June 2014, Ubisoft Montpellier)
2D adventure game with UbiArt. ***TRC, Online, C++, C#, Lua, Consoles (PS3, PS4, X360, Xone)***
http://valianthearts.ubi.com/game/en-gb/home/

Rayman Adventures (Current project, Ubisoft Montpellier)
F2P mobile platformer/runner. ***Network, C++, Node.js, Redis, Couchbase, C#, Lua, Serialization, Mobile (iOS, Apple TV)***
https://www.ubisoft.com/en-GB/game/rayman-adventures/

KGTC (March-June 2012, 6 people)
Rail-shooter using physical covers. ***Kinect, PSMove, OpenCV, C++, Unity3D, Wwise, C#***

Caravan (October 2012 - March 2013, 9 people)
Management/survival game. ***Unity3D***

MM:H (March-June 2012, 6 people)
Arena-shooter using two mice to control the character. ***Unity3D, C++, C#, Wwise***

Jam Projects (2012-2014, 24 to 72h each, 1 to 5 people)
Blobz Rescue, Meat vs Beat, Moche. ***ActionScript 3, FlashPunk, Unity3D, C++, C#, SFML***

Skills

C++	●●●●● ●	C#	●●● ●●	Node.js	●●● ●●
C	●● ●●●	Unity3D	●●● ●●	SQL	●● ●●●
Lua	●● ●●●	ActionScript	●●●●●	Python	●● ●●●
Objective-C	●● ●●●	Java	●●● ●●	NoSQL (Redis, Couchbase)	●● ●●●

Misc: Revision control softwares (*Git, Perforce, SVN*), graphics libraries (*SFML, cocos2D*), audio libraries (*Wwise, FMOD*), physics libraries (*Farseer*), new user interfaces (*Kinect, PSMove, Wiimote*)

Languages: French fluent (native), English: written fluent, spoken conversant

Misc

🏅**Prologin** (Programming & AI contest), finalist from 2008 to 2011 (2009 : 4°, 2010 : 6°)

Team management in high school — 15 people team, one-year projects, 2005 to 2007

Hobbies : Tennis (Umpire), Writing (NaNoWriMo, 2010 to 2012), Role Playing Games