

Engine, Graphics, Gameplay Programmer

Portfolio: canassimon.github.io

SKILLS

Programming

C++, C#, OpenGL, Vulkan, CMake, work with existing codebases, problem solving

Project Management

Project planning, task assignment, documentation

Human

Communication, collaboration, willingness to learn, curiosity

NOTABLE PROJECTS

Bachelor Project — PC

Particle Rendering in a
Raytracing-based Graphics Engine

https://canassimon.github.io/static/assets/docs/bachelor_project.pdf

May 2021 - Nov 2021

AerRacers — PC / Nintendo Switch

A fast-paced local multiplayer racing game running on PC and
Nintendo Switch

<https://github.com/SAE-Institute-Geneva/AerRacers/releases>

Sep 2020 - May 2021

Minecraft-like — PC

A prototype trying to replicate the base gameplay and chunk
rendering system of Minecraft

<https://github.com/LoshkinOleg/NekoEngine/releases>

Apr - Jul 2020

Cosmyx — PC

The first game I made in Unity, a simple arcade-like shooter.

<https://canassimon.itch.io/cosmyx>

Dec 2018

PROFESSIONAL EXPERIENCE

Carrefour Market, Gex — Checkout Operator

Jul 2018 - Sep 2021, on weekends



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EDUCATION

SAE Institute Geneva — Bachelor of Science

Learned how to create video games
using Unity and a custom engine in
C++

Sep 2018 - Oct 2021

Lycée International, Ferney-Voltaire — Baccalauréat SI

Sep 2012 - Jul 2018

LANGUAGES

French - Native

English - Fluent

INTERESTS

Video Games, Music, Art, Animals