# 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

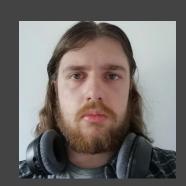
The first game I made in Unity, a simple arcade-like shooter. https://canassimon.itch.io/cosmyx

Dec 2018

#### **PROFESSIONAL EXPERIENCE**

## Carrefour Market, Gex — Checkout Operator

Jul 2018 - Sep 2021, on weekends



# **Simon Canas**

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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