

# Adrien GIVRY

## Software Engineer

## CONTACT

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## TECHNICAL SKILLS

Programming



Graphics APIs



Software Development



Web Development



Game Engines



## LANGUAGES

French Native

English Bilingual

Spanish Basics

## HOBBIES

Software Development

Finance & Investments

Business & Entrepreneurship

Video games

## PROFESSIONAL JOURNEY

May 2023 **SOFTWARE ENGINEER**

SKYBOX LABS — VANCOUVER, BC, CANADA (REMOTE)

Working within Minecraft's graphics support team, optimizing Minecraft Bedrock Edition for various platforms like Switch, Android, and Windows.

May 2020 **3D PROGRAMMER**

April 2023 **UBISOFT — MONTREAL, QC, CANADA**

Anvil: Worked within the low-level rendering team on Anvil, integrating cutting-edge upscaling technologies (FSR2, XeSS), maintaining graphics backends for PC and consoles, and providing support for production teams, including AC Codename Red.

Rainbow Six Mobile: Developed and adapted various systems for mobile devices, including occlusion, auto-exposure, and debug layers. Co-authored a SR&ED paper for the Canadian government.

June 2019 **ENGINE PROGRAMMER**

April 2020 **GAMELOFT — MONTREAL, QC, CANADA**

Optimized and developed new capabilities for the in-house game engine. Contributed to the successful release of several titles, including Overdrive City, Ballistic Baseball and Lego Star Wars: Castaway.

## ACADEMIC BACKGROUND

Aug. 2017 **AEC IN ENGINE PROGRAMMING**

Aug. 2019 **ISART DIGITAL — MONTREAL, QC, CANADA**

Attestation of Collegial Studies (AEC) in engine programming including: software development (game engine), gameplay programming, and linear algebra applied to video games.

Sept. 2015 **BACHELOR OF COMPUTER SCIENCE (BTS)**

July 2017 **LYCÉE FRANKLIN ROOSEVELT — REIMS, FRANCE**

Web, software, network, economy, mathematics.

## INTERN ADVENTURES

Aug. 2018 **MOBILE GAMEPLAY PROGRAMMER**

Aug. 2018 **APPLOZ — MONTREAL, QC, CANADA**

Gameplay programming for Android and iOS.

Jul. 2018 **ENGINE PROGRAMMER**

Jul. 2018 **VOXEL FARM — MONTREAL, QC, CANADA**

Worked on rendering features for a web voxel engine.

Feb. 2018 **GAMEPLAY PROGRAMMER**

April 2018 **BROKEN BLAST BIT — MONTREAL, QC, CANADA**

Gameplay programming of a PC/Console casual game.