

Thomas Bousquet

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Software Engineer
Tools Programmer
Fulltime – Starting May 08

OBJECTIVES

Seek a fulltime position from May '08 in the field of software engineering in an international settings, that would put to practice skills in this domain that I acquired in course, industrial and personal projects.

EDUCATION

- 2006- 2008:** **Georgia Institute of Technology, Atlanta, GA / Metz, France - Master CS**
Field of Specialisation : Game Technologies
Expected Year of Graduation: 2008 *GPA :* 3.75
- 2003-2007:** **Ecole des Mines de Nantes (EMN), Nantes, France, Master of Science CS**
A top french multidisciplinary engineering school created by the Minister of the Industry
Specialisation: Computer Science *GPA :* N\A
- 2000-2002:** **Institut Universitaire Technologique 2 (IUT2) of Grenoble, France Bachelor CS**
2 year long engineer program.
Specialisation: Computer Science *Diploma Obtained:* DUT in Computer Science *GPA :* N\A
- 2000:** Baccalaureat Scientifique (A Level in Maths)

PROFESSIONAL EXPERIENCE

- 2007:**
6 months **Gameplay Programmer on RPG / Hack 'n' Slash Silverfall – Earth Awakening [Monte Cristo]**
- *Mission:* designing and developing core gameplay systems for a RPG stand alone based on Silverfall.
 - *Result:* (Co-)designed and implemented for single/multi-player, several gameplay systems centred around objects creation and customization (craft, demonization & enchantment), character creation (character template) , objects exchange (trade in multiplayer) and GUI features (art integration and customization). Participated in all phases of development from the end of the pre-production to versioning and releasing a master candidate.
 - *Self improvement:* Experienced the development methods of an established full-scale studio on a project that was feature oriented. Designed complex systems within an existing engine and got familiar with most of its modules. Really enjoyed collaborating with designers, artists and programmers in an average size team to implement and refine gameplay features.
 - **Keywords:** Gameplay systems,C++, UML,GUI, Proprietary Script Language, CVS, Component, Data Centric system, XML,Agile Programming,independent developer
- 2006:**
3 months **Industrial Project – MIA Software [Division of Sodifrance, on the edge of model oriented engineering]**
- *Mission:* writing transformation rules to automate the porting of J2EE Enterprise Applications from EJB 2.x to EJB 3.0. Developing a realistic prototype containing the main EJBs' features in 2.x and 3.0 to test the rules in practice.
 - *Result:* Created a set of organized transformation rules and working prototypes using EJB and JSF, that were fully tested and were ready to be implemented in MiaTransformation software.
 - *Self improvement:* worked under tight schedule on technologies and standard yet to have reached maturity. Heavy division of the work in a small team and tense project management with a lot of unforeseen to deal with.
 - **Keywords:** Model oriented engineering, Mia Generation, EJB 2.X, EJB 3.0, Java/JEE, NetBeans, JSF
- 2006:**
3 months **Internship – Moxy Studios – Independent Game Studio, Sydney, Australia**
- *Mission:* developing several functions for Global, a real-time strategy game of a new genre using the OGRE3D Engine.
 - *Result:* Designed and implemented
 - a save/restore system, an ingame GUI and menus with CrazyEddy GUI system.
 - a threaded sound and music manager based on the OpenAL library
 - an ingame scenario and world editor [Prototype & semi final version]
 - graphical effects and optimization in some places of a custom 3D-renderer.
 - introduced the use of LUA scripting and steering behaviour in the development.leading to a demo version that enabled the studio to find some fundings.

- *Self improvement:* Worked at a challenging position in an entrepreneurial context where cost/resources control was critical. Learned to keep a good balance between passion/creativity and professionalism. Discovered that I really wanted to work on video games.
- **Keywords:** C++, Ogre3D, OpenAL,CEGUI,LUA, Independent Developer, entrepreneurial context

2005: Industrial Project - Vignon Informatique – French leader in complete system solution for food processing companies

3 months

- *Mission:* Planning new Software installation in a 105 employee company by auditing a sample of employee on their activities
- *Result:* Described all transversal processes of the company, targeted all core functionalities that the next system should feature and designed a global database that was eventually used.
- *Self Improvement:* Managed to fully understand the mechanism and the power game within a large organization and offered advice about the overall organization and communication that were taken in account.
- **Keywords:**UML, Merise, Workflow & Information Flow Study, Interview, Audit

2004: Industrial Project – Saunier Duval [A Vaillant Group Company]

3 months

- *Mission:* Studying a solution to provide week-to-week synthesis of data from a benchmark system
- *Result:* Designed an online service displaying statistics based on reorganized data which were updated daily from the benchmark's original information system.
- *Self improvement:* learnt to deal with internal conflicts of interest and hidden agenda of involved actors. Learned both to defend a proposition and to let go better systems for solutions that fit into the short term social context of a company.
- **Keywords:** Java, JSP, MySQL,Oracle,Apache

2003: Industrial Project – TiXIS System – SOLLAC Mediterranee [Arcelor-Mittal Group]

4 months

- *Mission:* providing access to the maintenance report system from any stations in the company.
- *Result:* Transposed the services of the off-line maintenance software on a pre-version of an intranet website reachable from any working station in the company sites spread across France
- *Self improvement:* first professional experience and first experience of dealing with lack of means. Learned to position myself and my propositions in a context of transition in which new technologies were embraced and senior system engineers were preparing for retirement.
- **Keywords:**Java, JSP, Oracle, ASP, web design

SKILLS

Computer Science

- **Programming:**
 - **3D/Virtual Reality projects** [2 EMN projects in 2004 and 2005] using **OGRE3D** with **DataGlove & Polhemus SDK**
 - Amateur game projects including an adventure game using AGAST/Morningstar engine presented as my Bachelor Degree final achievement
 - Ongoing projects in Interactive Narrative as well as Animation & Particle Systems.
- **Handheld Console:** PSPiral, a remake on the PSP of the Calendar System SpiraClock enhanced with Meeting Exchange via InfraRed [Homebrew available on personal website]
- **Methods:** UML, Merise, Design Pattern, Model Oriented Engineering, Agile Programming,SCRUM
- **Middleware/Library/Tools:**Ogre3D, OpenAL/OpenGL/3DSMax,Photoshop
- **Language:** C/C++, Java, JSP [J2EE & Multiple Tiers Architectures], LUA, Basic, Ada, PHP, XML
- **Operating System:** Windows 20xx/XP/Vista, Linux, Unix

'Artistic' Skills

- *Drawing:* Co-President of the Student Department of Art at the EMN. Designer of several modifications for Half-Life and adventure games using Morningstar or AGS. Draw when idle.
- *Writing:* Games and movies critics/analysis in both French and English.

Cultural & Other

- *Languages :* French [Mother Tongue], English , German [Notions]
- *Movies:* Founder of the EMN Cineclub projecting movies from Monty Python's Meaning of Life to Terry Gilliam's Brazil and Wilder's Double Indemnity.
- *Events planning:* Charged with Marketing and Communication on HUMAMINES 2004, a classical concert raising funds for the AFD, an association which financially supports research on diabetes.