

Samuel PHILIPPS

Tool Programmer



04/08/1989

SKILLS

Software	- <i>Languages</i> : C# (WPF) , C, C++ 11 (MFC) Java (SWT, Eclipse RCP), OpenGL 3, Javascript - IDE : Visual Studio 2019 , Eclipse, Android Studio - <i>Conception</i> : UML, Merise, Design Patterns
Imaging	Unity 3D, Photoshop
Versioning	Git, Perforce, Subversion (svn)
Agile	SCRUM
Miscellaneous	TFS, Mantis, Trac, Scarab, SourceTree, GitExtension, Sonar, PMD, FindBugs, Oracle, MySQL, PostgreSQL

CONTACT

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EXPERIENCE

2017 – Today	Ubisoft Tool Programmeur on video games “ <i>Ghost Recon: Breakpoint</i> ” and “ <i>Skull and Bones</i> ”. Improvements of the game’s editor and engine.
2016 – 2017	Schlumberger Development and maintenance of <i>Cementics</i> TM . A software used to model the way of cementing an oil well.
jan. – juin 2016 (free time)	Personnal 3D project Creation of a 3D « Tower Defense » game based on a <i>Star Wars</i> [®] theme. More details in my book: http://samuelphilipps.com/Download/PHILIPPS_Samuel_book.pdf
2014 – 2016	NCR (ATM: hardware & software) Development and architecture of the multiplatform software <i>LISA</i> TM : Integration of the coin deposit device and improvement of the cryptography.
2013 – 2014	TECH’ADVANTAGE (French Petroleum Institute) Development and maintenance <i>Temisflow</i> TM . A software used by geological surveys to determine the petroleum potential of a geological basin (clients: Shell, BP, Total, ...).
2012	INTERACTIVE 4D Serious Games and websites development in collaboration with graphic designers.

EDUCATION

2021	Bachelor in Astrophysics (working in progress)
2013	OpenGL 3.0 training
2012	Master’s Degree in Engineering – Polytech’ Paris-Sud engineering school Specialty. computer-generated imagery.
2009	Technology degree (DUT) – Paris V René Descartes University Specialty. Java core.
2007	A-level (Science) – Montaigne secondary school, Paris VI

MISCELLANEOUS

- *Languages* : french mother tongue, english fluent (TOEIC 845pts), german school level
- *Hobbies* : drawing (<http://chezsamoustique.com>) ; music (piano, guitare), sport (climbing)