

Guillaume Haerinck

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SOFTWARE ENGINEER (FR)

OVERVIEW

Developer in the video game industry (from France), I particularly like **to add features in an engine while being in contact with user feedback**. My perfect day is a mix between writing code, helping the team, making some UML sketches and doing an "high-five" when the whole thing moves to code-review !

EDUCATION

IMAC ENGINEER + MASTER'S DEGREE

ESIPE - Paris-Est Marne la Vallée

September 2018 - July 2021

Engineering track merging arts and science. Classes are related to programming, mathematics and design. I graduated with a double degree in Computer Science for image processing.

UNIVERSITY DEGREE IN MULTIMEDIA

IUT de Cergy-Pontoise + UQAC

September 2016 - July 2018

Polyvalent academic classes on multimedia. I spent a semester abroad in UQAC (Canada).

SIDE PROJECTS

GAME JAMS

At least twice a year I take part to an event where we create a game in 48 hours in a team.

OPEN 3D ENGINE

I contribute from time to time to this open-source AAA engine from Amazon.

ARTICLES ON COMPUTER GRAPHICS

Various tutorials on image creation and processing through maths and code.

EXPERIENCE



UNREAL PROGRAMMER / Frima (Québec, Canada)

July 2023 - Present

I am maintaining the **Fortnite** game for Android platforms by modifying C++ code and assets.

- UI port for mobile to support the Big Bang event
- Improved iteration time at Frima by setting-up local cooks for mobile devices
- Support for GeforceNow and Luna streaming



TOOLS PROGRAMMER / Ubisoft (Paris, France)

March 2021 - May 2023

I was part of the development team for **Mario+Rabbids Sparks of Hope** until the release on Switch.

- Breakpoint support in AI node graphs (C++)
- Made a user-interface testing system in the editor to ease iteration and prevent breakage (C++). I ported this feature on the Snowdrop main branch and it is now in use for the **Star Wars** project.
- Support for perforce "Submit Assistant" (C# WPF)
- Created an asset validation system to prevent unwanted dependencies between DLCs (C++)

LANGUAGES

ENGLISH - *Full professional proficiency*

FRENCH - *Native*