

Noé MASSE

Software Engineer, Graphics

I am a French software engineer passionate about game development. I have a strong interest in many domains such as Graphics, Animation, Gameplay and Realtime VFX.



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WORK EXPERIENCE

3D Programmer

Ubisoft Paris Studio

08/2022 - Present

C++, DirectX12/Vulkan, C#, HLSL

Achievements/Tasks

- Implemented state-of-the-art skin rendering methods.
- R&D on eye rendering with caustics.
- Graph shaders migration support for art teams.

Software Engineer, Graphics

BUF Compagnie

09/2021 - 07/2021

Paris, France

C++, Qt, OpenGL, GLSL, Python

Achievements/Tasks

- Improved real-time rendering performances.
- Implemented volume real-time rendering using NanoVDB.
- Implemented offline rendering features to ease VFX Artists matte painting processes.

Rendering Programmer Internships

Eden Games, Ubisoft Paris Mobile

Lyon, Paris, France

Unity, C#, Scriptable Render Pipelines, HLSL

Achievements/Tasks

- Got involved in the development of custom render pipelines. Including particle rendering, light clustering...
- Implemented a culling method for indirect instanced rendering of props.
- Wrote optimized shaders for mobile games.
- Released games : Gear.Club Unlimited 2, Wild Arena Survivors

EDUCATION

Master in Images, Games and Intelligent Agents

University of Montpellier

2020 - 2021

Montpellier, France

Master of Science in Industrial & Applied Mathematics

Grenoble INP - Ensimag

2019 - 2020

Grenoble, France

SKILLS

C/C++

C#/Java

Python

OpenGL/Vulkan

Source Control (Git, Perforce)

Parallelized Programming

High Performance Computing

GPU Programming

Game Development

Technical Writing

PROJECTS

NoEngine

- C++, C# Scripting, Entity Component System, Vulkan, Dear ImGui

Collectible Monster Game (WIP)

- Unity, AWS, Blender

3DSea

- Python, OpenGL, PBR, Water Simulation

Unity Path Tracer

- Unity, Compute Shaders, Importance Sampling, Blue Noise

ACHIEVEMENTS

Shader Programming Talk

Gave a talk about shader programming at the SUD PICCEL event. There were more than 60 attendees.

Organization of a Game Workshop

Organized a weekly game workshop to learn game development using Unity at University. Taught the basics of game programming and architectures.

LANGUAGES

French

Native or Bilingual Proficiency

English

Full Professional Proficiency

INTERESTS

Climbing

Kayak

Drawing

Teaching