

# 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

### Software Engineer, Graphics

BUF Compagnie

09/2021 - Present Paris, France  
BUF Compagnie is a French Cinema VFX studio, developing its own internal software.

#### Achievements/Tasks

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

### Rendering Programmer, Intern

Ubisoft Paris Mobile

03/2021 - 08/2021 Paris, France  
Ubisoft Paris Mobile is specialized in the development of AAA mobile games and experiences.

#### Achievements/Tasks

- Wrote optimized shaders.
- Implemented render features for the Unity URP (Universal Render Pipeline).
- Developed tools for technical artists.

### Rendering Programmer, Intern

Eden Games

06/2019 - 08/2019 Lyon, France  
Eden Games is a company developing racing games for the Nintendo Switch & Mobile platforms.

#### Achievements/Tasks

- Got involved in the development of a custom render pipeline. Including particle rendering, light clustering...
- Implemented a culling method for indirect instanced rendering of props.
- Wrote specific shaders for artists.

## 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

Parallelized Programming

High Performance Computing

GPU Programming

Game Development

Technical Writing

## PROJECTS

### NoEngine

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

### 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 producing and architectures.

## LANGUAGES

French  
Full Professional Proficiency

English  
Full Professional Proficiency

## INTERESTS

Climbing

Kayak

Drawing

Teaching