

# Fabien Sacriste

## Software Developer

### Personal

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<b>Portfolio</b>	<a href="http://www.fabien-sacriste.com">http://www.fabien-sacriste.com</a>
<b>Highest Qualification</b>	1 <sup>st</sup> Class Master's Degree, Video Game Engineering ESGI, Paris (France)

### Technical Skills

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<b>Languages</b>	C/C++, C#, Objective-C, Java, Python, Xaml HTML, CSS, PHP, JavaScript MySQL, Oracle
<b>Software</b>	Microsoft Visual Studio 2012/2017, Unity 3D, MonoDevelop, Blender, Eclipse, Xcode, Sourcetree (Bitbucket)
<b>Libraries / Frameworks</b>	Windows Form, Xamarin, Glut / Freeglut (OpenGL), SFML 2.0 (2D graphic library C++)
<b>Operating Systems</b>	Windows XP/7/10 Mac OSX

### Notable Projects

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- **VR F1 Racing Simulator (video available on portfolio)**
  - While at Vizuality Studio I developed an application in C# to collect data from a racing game (*Assetto Corsa*) that was converted and sent to a motion platform. The main challenge was to sync the visuals from the game and the motion reproduced by the platform. Additionally, we used a custom made VR headset that tracked the head movements. My application collected the data from the headset and sent it to the game to move the in-game camera accordingly. One of the main challenges was to optimise the code to ensure that the application could attain the 100Hz refresh rate required by the motion platform.
- **Android and iOS applications**
  - Freelance work for varying clients developing phone applications using Xamarin. This framework offers the possibility to design applications using C# and xaml for both platforms simultaneously. The applications required specific features including internet connectivity, local database, notifications and layout optimisations for phones and tablets.
- **Model of physic engine (video available on portfolio)**
  - The aim of the program was to be able to create a crater in the ground and make shrapnel fly in the air to simulate an explosion. To do so, I created a small physic engine in C++. The engine handles gravity and collisions in a 3D environment and one of the main optimisation is the use of SSE instructions.

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### Employment History

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#### March 2017 – Sideplay (Jersey)

Online gambling

<http://sideplay.com/>

Video Game Developer

- Development of back-end applications to generate tickets for online gambling games using C++, objective-C and Java. Some of my most interesting projects include a crossword generator and a Candy crush style generator. They are both easily customizable with parameters that help the user to tweak the generators.
- I contribute to the development of online games using Typescript and JSON. The main objective is to focus on code optimisation to ensure management of resources so that the games run efficiently across all devices (desktop, phones and tablets).

#### March 2016 - December 2016 – Vizuality Studio (Jersey)

VR

<http://vizuality-studio.com/>

Software Developer

- Development of an F1 simulator incorporating VR with a 6DOF motion platform. I developed an application (using C#) that was converting data extracted from the game *Assetto Corsa* to the motion platform. The application was also managing the conversion of the game to VR, and the head tracking of the driver.

#### February 2015 - February 2016 – 10dot1 ltd (London)

Consultants Network

<http://www.10dot1.co.uk/>

Application Developer

- The application (video editing/project management tool) the company is working with is a web application using a rest-API. In order to process data and information more easily, I developed a cocoa (Objective-C) application also working with the rest-API. The main advantage with this application is that we can customise it according to what the client wants.
- Development of various scripts to adapt the application to specific client requirements using Python and XML.

#### February 2012 - July 2014 – Société Générale (Paris)

Investment Banking

<http://www.societegenerale.com/en/home>

Application Developer

- Development of an application that generates statistics on working teams and services with different scale ranges (national or international). Many parameters are customizable to allow the users to personalize most of the settings according to what they need. In order to make use of the application easier, a detailed documentation has been put on the internal network of the company.
- Development of different tools to help the support team, allowing them to automatically launch (schedule) some tasks, or to do them quicker.
- Support of the developed applications.

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### Education

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#### September 2012 - July 2014

*ESGI - Paris*

- **Master's Degree in Video Game Engineering**, 1<sup>st</sup> Class degree.
- Dissertation, "The use of machine learning in video games"

#### September 2011 - July 2012

*ESGI - Paris*

- **Bachelor in Video Game Art**, 1<sup>st</sup> Class degree

#### September 2010 - June 2011

*CERFAL - Paris*

- **IT BTEC Higher National Degree**, 2.1 Class degree

References available upon request