CHARLES MATTEI

Software engineer
Video game development, Interface design,
Web development

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OBJECTIVE

After working 6 years as a lead developer and a project manager in Software Services for demanding clients I decided to make a change in my career and focus on what I liked to do: graphics programming.

As a **lead developer**, I have developed many websites for both prestigious commercial companies and smaller organizations with the latest open-source technologies. As a **project manager**, I have been working with agile methods to successfully design and implement my client's needs into attractive and functional software. As a **game developer hobbyist**, I have committed myself in my spare time to open source video game communities like Ogre3D and CEGUI, helping them improve their visibily with new demos. As a **video game student**, I learned how to develop video games with OpenGL and I also started a tower defense and a 2D platform game with Unity which I will put on Kickstarter soon.

I am now ready to join my passion and my professional skills and work for one of the most renown company. Joining NASA JPL and seeing my work being enjoyed by a large community and contributing to science at the same time would be a lifetime's achievement.

RELEVANT SKILLS

- Software engineer specialized in graphics programming and interface design
- 6+ years of professional coding experience
- Experience with demanding clients (McDonald's France, government agencies for both France and Belgium, prestigious engineer schools and Telecom companies)
- Providing advanced trainings: Drupal and Php programming, website theming
- Video game development with Unity, OpenGL, WebGL, Ogre3D
- Web development with Php, Javascript and Drupal
- Strong involvement in CEGUI open source interface project (demo creation, interface designs, website creation)
- 3+ years project management experience with SCRUM (leading up to 12 people)
- Passion for games and media (video games, board games, role-playing games, wargames, animes, comics, more than 10 years as a guild master leading up to 200 members)

OTHER SKILLS

Technical

- C/C++, C#, Php, JavaScript, Python, HTML/CSS
- Drupal, Jquery, Three.js/WebGL
- Unity, Ogre3D, OpenGL, Fmod
- Shaders
- CeGUI
- Mysql, Postgresql
- Ubuntu, Redhat, CentOS, Windows

Project

- Agile methods / SCRUM
- Software versioning (svn/git)
- Code review (gerrit)
- Software forge (redmine)
- Documentation and tutorial writing

2D/3D Graphics

- Photoshop, Inkscape, The Gimp
- 3D modeling (3Ds Max, Mudbox)
- Texturing (xNormal, CrazyBump)

Languages

- French (native)
- English (fluent)

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PROFESSIONAL EXPERIENCE

2009-2013
4 years

Linagora: Lead developer & Project manager
Provide advanced Php and Drupal training in France and Belgium, develop Drupal modules, unify and supervise theming and templating, design and develop responsive and mobile layouts, coach beginners and review code, lead teams of up to 12 people with agile methods, write and realize tests for cross-browser compatibility and W3C standards, manage subcontractors.

2007-2009
2 years

Bull: Software engineer
Develop ergonomic and functional user interface to monitor thousands of ADSL modems or SIP phones, develop auto-configuration software, integrate supervision software, write and realize advanced stress tests for SIP phones and modems.

PERSONAL EXPERIENCE AND PROJECTS

- **2D platform game with Unity**
C# programming: gameplay, AI, UI. 2D shaders writing. Project management. Concept and background writing. Game and level design, assets integration, props design. Kickstarter project coming. *Team size: 2 people.*

- **Tower defense with Unity**
C# programming: gameplay, AI, UI. Project management. Concept and background writing. *Team size: 2 people.*

- **Open source projects implication:** *CEGUI, Ogre3D, Drupal*
Tutorial redaction, support on IRC, Drupal module fixes, Drupal meet-up, CEGUI website creation, CEGUI user interface design for the Google summer of code 2012 demo (Space themed GUI demo).

- **Ogre3D open-source project:**
Creation of concept, game design, build up core team, set up cross-platform game architecture, media assets creation, C++ programming, website creation, background writing and tutorial redaction, GUI design and implementation. *Team size: 5 people.*

- **Guildmaster of Silmaris, a French video game guild:**
Creation of the Guild in 2003, growing from 1 to 200 members during the first 4 years, recruiting core members, design website, logos, signatures, manage members, event organization (in-game and IRL), writing background.

EDUCATION

2014

Conservatoire National des Arts et Métiers:
Mathematics for computer science, Video game development, Computer graphics, Graphs and optimization.

2013

V3D: Unity training.

2007

École Nationale Supérieure d'Arts & Métiers:
General engineer degree (Masters degree). *Specialization: Software engineering and Information. systems*

2005

ARIES: 3Ds Max training.

2001

Lycée Georges Pompidou: Scientific Baccalauréat (S).