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R&D Engineer that is more interested in writing stories than in writing code.

PROFESSIONAL EXPERIENCE

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| <i>October 2007 to Present</i> | <i>Virtools / Dassault Systèmes (Paris, France)</i> Working as both a software developer and content creator on an interactive, real-time 3D application prototyping software. <ul style="list-style-type: none">• Addition of Engine and Authoring features,• Showcase in demo-making (GDC, Siggraph, DevCon),• Interface ergonomic improvements,• Training presentations (internally and internationally). |
| <i>Summer 2006 (4 months) & February to August 2007(6 months)</i> | <i>Virtools / Dassault Systèmes (Paris, France)</i> Development of several editors (Text Shader Editor, Graph Shader Editor, Font Editor), as well as related engine features (Text rendering, font creation). <ul style="list-style-type: none">• Handling of the internal framework and tool, learning of professional development methods, studying user needs,• 3D programming, software architecture (Design Patterns, Authoring / Runtime chasm),• Integration into the internal framework of third-party library Mental Mill (<i>Mental Ray</i>). |
| <i>Summer 2004 (1 months) & summer 2005(2 months)</i> | <i>Regional Laboratory for the French Public Works Ministry (Trappes, France)</i> <ul style="list-style-type: none">• Programming on a Public Works management software,• Conception and programming of a microprocessor for a wireless communication tool. |

EDUCATION

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| <i>2002 to 2006</i> | <i>Ecole Centrale d'Electronique (Paris, France)</i> <ul style="list-style-type: none">• « Information Systems and Networks » Major, « International Business » Minor,• « Global Business Management » seminar at the University of California, Irvine (USA) Three weeks of Management et Marketing conferences and classes.• Academic curriculum at the Staffordshire University (UK) Three months of classes, lab sessions and projects in Computer Science and Electronics. |
| <i>2002</i> | <i>Lycée des 7 Mares (Elancourt, France)</i> Secondary level diploma with emphasis on mathematics |

PROFESSIONAL-LEVEL SKILLS

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| <i>Software</i> | Fluent in C/C++ and with Object-Oriented programming and Designs Patterns. Some experience in the use of APIs such as OpenGL, OpenAL, DirectX9, SDL, wxWidget. Knows how to work using source control (SVN Subversion, NXN Alienbrain). Familiar with DCC software Photoshop, 3ds Max. |
| <i>Languages</i> | Fluent in English: 115/125 at the internet-based TOEFL test. Familiar with Anglo culture. |

PERSONAL EXPERIENCE AND HOBBIES

- Passionate about storytelling across all media. Is currently working on a novella.
- Software developer of two real-time 3D frameworks (C++ / OpenGL 2.0 / wxWidget et C# / XNA) used for two school projects and numerous personal projects,
- Hardcore gamer; loves to analyze gameplay mechanics and review games on his blog.