

Nathan Gauer



GitHub: www.github.com/Keenuts

Portfolio: www.studiopixl.com

EDUCATION

Studies & Qualifications

Since 2014 - Student at EPITA (4th year)
(Computer Engineering)

2017 - Toeic (990)

2015 - BAFA

2014 - High school diploma (Scientific)

Languages

French - native

English - full professional proficiency

Spanish - notions

SKILLS

Computer Science

Userland GPU programming, shaders

Low level programming (kernel and graphic drivers)

Real-time physics simulation

UNIX, C, C++, Python

CGI & Design

Good knowledge of modelisation, texturing and animation techniques (3ds Max, Substance)

PAST EXPERIENCES

01-2017 System and security **researcher at the LSE** (until graduation)

Linux/Windows' graphic stack (ICD + winsys), 32bit micro-kernel, and a bit of reverse.

09-2017 **Photospace** (4 months)

Real-time video processing on Windows, Linux and ARM (Nvidia Tx2)

05-2017 **Google Summer of Code** | Qemu (~4 months)

Developed an OpenGL kernel & userland driver for Windows 10 on QEMU (PoC)

06-2016 **Trimaran** (3 months)

3D viewer for the 'Vendée Globe' race. Realtime ocean with physics.

04-2016 Released an asset for Unity to accurately simulate body's buoyancy

08-2015 developed a tool to easily export scenes from Revit to the Unreal Engine

PERSONAL PROJECTS

2017 - 3D Driver for Windows & QEMU/KVM

2017 - Pathtracer, Raytracer, C/C++

2017 - K | 32bit micro kernel + PS/2

2016 - My_Id.so | Basic dynamic linker

2016 - Unity plugin | Ocean & Buoyancy

2015 - Mips emulator

2014 - D22 Tractor restoration

HOBBIES

Scout (15 years) - Head of unit for 3 years.

Volunteer (The Salvation Army) (2 years)

Drawing (2 years)

Climbing (2 years)

Hobbies

Cooking, Drawing, cinema and tinkering.