

RIGUET Jean-Baptiste
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C# / C++ Software Developer

Long term objectives

Lead Software Developer / Architect

Work experiences

- 2011 - Today Senior Tool developer on Ankama next generation multiplatform tools and pipeline (C#, WPF)
Co-Designer of the cross platform next generation engine (UML, C++)
- 2011 - Today Graphic Developer on **Flyn**, an Ankama platformer game on PC (C#, HLSL, XNA)
Integration of the middleware Scaleform in the game (C++/CLI, ActionScript)
- 2008 - 2011 Tool Developer at Ankama Play, for Xbox 360 XBLA game **Islands of Wakfu** (C#, XNA)
Development of the world editor featuring an advanced heightmap and actors editing.
Analysis, development and setup of game production workflow and tools.
- 2007 - 2008 Software Designer and Developer for AIR Liquid Welding
Preproduction work on their next generation Laser Cutting Machines software.
- 2005 - 2007 Software Developer on Get A Ticket V5 for IREC Ticketing Company (C#, C++)
Design, development and on-site deployment of a full access control solution
Development and tests of the new ticket design and print software
Analysis and development of a full ticketing solution for Stuttgart Messe with Siemens
- Summer 2004 Web Developer for Thales Avionics Intranet (R&D Division). (HTML, CSS, JavaScript)
- Spring 2004 System Administrator, Network Architect and Teacher for French-Finnish School of Helsinki.
- 2000 - 2002 Main developer of two 3D Demo, on year round school projects (C++, DirectX)

Qualifications

- June 2004 Higher National Diploma with Computer Science Engineering as main subject.
Obtained at Institute of Technology – University of La Rochelle.
- June 2002 Baccalaureate: Maths as main subject and Engineer Sciences as secondary subject
(Equivalent to A-Level) Obtained at Lycée Pilote Innovant du Futuroscope.

Computer skills

Speciality in C#, C++/CLI, .Net Framework, .Net Compact Framework, .Net Web Services and XNA
Strong UML design and analysis skills using various UML design Software.

Daily use of following software: Visual Studio, 3DSMax, SVN, Adobe and Office Suite, Hudson, Jira
Worked with C++ using different APIs (DirectX 8 & 9, GDI32, MFC) for 3 years.
Ease with SQL Server, good knowledge of SQL language

Language

French Mother tongue
English Excellent working knowledge (read, written and spoken)

Hobbies

Bike, hitchhiking, videogames, photography and travels (especially in northern countries).