

Mattias REFEYTON

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Education

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| Cycle Ingénieur
Télécom ParisTech, Paris
2016 – 2019 | Computer Graphics & Rendering, Embedded Systems ; master's degree in Computer Graphics and Advanced 3D + Human-Computer Interaction |
| Classes Préparatoires aux Grandes Écoles
Lycée Thiers, Marseille
2014 – 2016 | Mathematics, Physics (MP*) |
| Scientific Baccalauréat
Lycée Philippe de Girard, Avignon
2011 – 2014 | Engineering major, Digital Sciences and Computing minor |

Experience

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| Technical lead, programming lead
Team Idea Bomb, International
Feb 2016 – present | Lead programmer and co-founder in independent game studio Team Idea Bomb |
| Contributing programmer
HaxePunk, International
Oct 2016 – present | Contributions to the HaxePunk game library for the Haxe language : https://github.com/HaxePunk |
| Kernel & system programmer
KnightOS team, International
Sept 2012 – June 2015 | Programmer in alternative open-source OS for the TI-83+/84+ calculators, made in z80 assembly |

Personal projects

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| On 4D rendering
2016 – present | Theoretical and practical research on 4D rendering ; the generalization of data and concepts usually encountered in 3D settings (eg textures, lighting, meshes) and their application into a 4D graphics engine. Started in high school, part of my computer graphics master's final project. |
| Lifts for the Brainless
Sept 2017 | Arcade game with unusual mechanics made in one month and winner of Elevator Game Jam over at GameJolt. |
| Fractal sets : complexity & dynamics of some rendering algorithms
2016 | Theoretical and practical study and classification of fractal sets by rendering algorithm. Complexity study and implementation (C, Python, GLSL) |

nKaruga, C++ shoot-em-up from scratch
May 2014 – present (on hold)

Handmade entity system, graphics engine. Originally for TI-Nspire calculators, ported to PC mid-development with SDL2.

Low-end devices programming
Arduino, TI-83+/84+, z80 ASM, C/C++
2011 – 2015

Various projects pertaining to low-level languages and software hacking on low-end devices. Notable productions include KnightOS z80 ASM 3D library **fx3dlib**, 1 kilobyte demoscene program **Illogic**, and a other contest-winning entries (<https://www.ticalc.org/archives/files/authors/112/11202.html>).

Skills & others

Programming languages & frameworks

C, C++, Haxe, GLSL, Java, Python, JavaScript
Unity, Qt, Swing

Tongues

French (native)
English (bilingual)
Spanish (conversational)
Japanese (basic)

Interests

Founder, composer, guitarist and live drummer for metal band Unheaven
10 years guitarist, 3 years self-taught drummer
Passionate about game programming since 2008
Tennis, table tennis, badminton