Alexandre Jubert

https://alexandrejubert.ca/en/
jubertalexandre@gmail.com | (514).625.0055

EDUCATION

UNIVERSITÉ DE MONTRÉAL

Computer Graphics M.Sc.
Sept 2015 - Aug 2018 | Montreal

Computer Science B.Sc.
Sept 2012 - May 2015 | Montreal

AWARDS

Bourse de Persévérance du DIRO 2014

LINKS

Github:// **AlexandreJubert**
LinkedIn:// **alexandrejubert**

M.SC. COURSES

Computer Vision
Image Synthesis
Computer Graphics subjects
Fundamentals of Computer Animation

LANGUAGES

French (native)
English (fluent)
Spanish (beginner)

SKILLS

PROGRAMMING

OpenGL •Vulkan •GLSL •HLSL •C •C++ •C# •Python •Mathematica •Rust

CVS

Subversion (SVN)•Git •Perforce

OTHERS

LaTeX•Linux server administration (Apache2, Subversion, SQL)

EXPERIENCE

3D PROGRAMMER | Ubisoft Montreal - Hyper Scape

January 2019 - Now | Montréal

Shipped the game Summer 2020, here's some highlights of what I've worked on:

- Volumetric fog optimization to achieve 60FPS on all major platforms (PS4, Xbox One, PC)
- Global Illumination, added emissive surfaces support and other improvements
- Worked on the "triangle dissolve" effect and other shaders to help achieve the desired art direction

3D PROGRAMMER | Presagis - Orb ViewR

April 2018 - January 2019 | Montréal

- Integration of geo-spatial 3D databases technologies in Unreal Engine 4
- Shipped Orb ViewR
- Investigation of new technologies applicable to projects

VOLUNTEERING

TEACHING ASSISTANT | Undergrad Computer Graphics Course

Autumn 2016 | Université de Montréal

- Conception and correction of the first semester assignment
- Engine in C++/OpenGL working on multiple platforms (Linux/Mac OS/Windows)

COMPUTER SCIENCE DEPARTMENT DOORS OPEN DAY | Assistant

Summer 2016 | Université de Montréal

I designed exercices to introduce computer graphics and AAA rendering pipeline using realtime shaders for CEGEP students.

RESEARCH

LIGUM | M.Sc. student

Sept 2016 – Aug 2018 | Université de Montréal

Under Pierre Poulin supervision, my research interest revolved all around snow, from its falling paths, accumulation on surfaces, transfer in environments, and various appearances under all kinds of conditions. While high-quality rendering was intended, I also considered all kinds of compromises for real-time rendering. My thesis can be found at
`https://alexandrejubert.ca/docs/Jubert_Alexandre_2018_memoire.pdf`

LIGUM | Summer research project

Summer 2015 | Université de Montréal

Under Pierre Poulin supervision, I designed a C++/OpenGL rendering engine featuring :

- Screen Space Ambient Occlusion
- Deferred Rendering
- Shadow Mapping
- Realtime glints