



# Stéfan OUMANSOUR

## Computer Science Student

I am a 21 year old computer science student at 42 Lyon looking for a software developer position. Although I study computer science at school, I have been a self taught programmer for many years, particularly in the field of video games. My self taught education made me develop problem solving and programming skills as well as autonomy, which I believe to be very important in the field. I am eager to work with other people and contribute to complex projects.

### Links

Lyon, France  
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### LinkedIn

<https://www.linkedin.com/in/stefan-oumansour/>

### GitHub

<https://github.com/ostef>

### Portfolio

<https://ostef.github.io/>

### Languages

English  
French

### Soft Skills

Problem solving  
Sociability  
Organization  
Creativity  
Curious

### Interests

Programming  
Drawing  
Bouldering  
Video Games

### Projects and Experiences

- 2023 - present*     **Cubed**  
Minecraft recreation from scratch using OpenGL. This project is still in development and allowed me to learn more on the subject of procedural world generation. I also did a lot of 3d animation programming, graphics programming and tools programming using the ImGui library.
- 2022*     **3d skeletal animation demo**  
This is a demo program for the Jai programming language. It loads 3d models as well as 3d animations and plays them on the screen. The source code will be shipped with the Jai compiler when it will be publicly available.
- 2020 - present*     **Jai programming language beta tester**  
Beta tester for a programming language made by the creator of the video games Braid and The Witness. Jai is a programming language in closed beta that is made for video game development. By taking part in the beta, I have been able to meet people from different programming fields in a new community.
- 2022*     **ft\_irc**  
Implementation of the IRC protocol. During this 42 school group project, I learned how to use sockets for networking in C++.
- 2023*     **ft\_transcendance**  
This is a 42 school web development project. We had to make a website in Typescript to play Pong and chat with friends. For this project I have used different frameworks and libraries such as VueJS and Socket.io.

### Education

- 2021-present*     Computer science at 42 school - Lyon  
*2020-2021*     Computer science at University of Lille  
*2020*     Bac S Engineering

### Technical Skills

Low level programming	C/C++	OpenGL
Object oriented programming	C#	ImGui
Data oriented programming	x86 assembly	Unity
Graphics programming	GLSL	Unreal Engine
Tools programming	Python	Blender
3d animation programming	HTML/CSS	NestJS
Web development	Javascript/Typescript	VueJS
		.NET
		Git
		Docker