

# Stefan OUMANSOUR

## Game Engine Developer

Lyon, France

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## WORK EXPERIENCES

### Video game programmer, Fomenko

March 2024 – July 2025

Worked on a game mainly as an engine and graphics programmer to make a game from scratch in Jai using OpenGL and Metal at Fomenko. I implemented various rendering techniques and systems such as cascaded shadow maps, SSAO, a material system, a graphics abstraction API, a UI framework and tools for the artist in the team.

### 3D animation visualization software

May 2022

Developed a 3D animation visualization demo software with OpenGL for the Jai programming language, which is shipped with the Jai compiler. Jai is a programming language currently developed by Jonathan Blow, creator of the video games The Witness and Braid.

## PROJECTS

### Vox

2025

Voxel rendering engine and procedural generation in C++, OpenGL and Metal. This is a project I am currently working on in which I plan on implementing advanced rendering techniques on top of the procedural generation.

### Gizmo

2024

Library for editing 3D transformations.

### Cubed

2023

Minecraft recreation in Jai using OpenGL. Unfinished project in which I implemented a procedural generation system based on the same principles used in the original game, as well as various editor tools using ImGui.

### Linalg

2022

Linear algebra library for video games.

## EDUCATION

### 42 school Lyon, France

2021 - 2026

Software engineer and architect

### Colbert High-School, Tourcoing, France

2018 - 2020

French Bac S in Engineering

## SKILLS

C++, C#, C, Assembly, Python, Typescript, Javascript

Unity, Unreal, OpenGL, Metal, DirectX 12, Git

French, English

## LINKS

**GitHub** <https://github.com/ostef>

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

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