

Cyril Briquet

Contact

<https://www.ryasuki.art/>

<https://www.linkedin.com/in/cyril-briquet-3bb250302>

Skills

Programming :

C++

C#

Tools :

Visual Studio

Proprietary Game Engine

Perforce

Git

SVN

Language :

French : Native

English : Fluent

Soft Skills :

Teamwork

Autonomy

Adaptability

Clean Code Writing

Interests

Sport Climbing

Video Game

Manga/Strip Cartoon

Wargame/Board game

Miniature Painting

Work History

Gameplay Programmer

Grinding Gear Games Auckland, NZ Jan. 2025 - July 2025

Programming using a C++ proprietary game engine

Gameplay feature implementation on Path of Exile 1 and Path of Exile 2

Gameplay Programmer

Ubisoft Annecy, FR June 2020 - Dec. 2024

Programming using a C++ proprietary game engine

Gameplay feature implementation on an unannounced game

PhD Student

LISIC Calais, FR Oct. 2015 - Aug. 2019

PhD Thesis (not defended) : flame-based lighting for virtual heritage

Teaching to BSc Computer Science Student

R&D Engineer

LIRIS Lyon, FR Apr. 2014 - Sep. 2015

Offline processing of Lyon 3D data

Procedural terrain generation on GPU - Real time rendering and raymarching / GPGPU

Software Developer

LIRIS Lyon, FR May 2013 - July 2013

Development of a geo-localised mobile application

Porting existing code from Android to Windows Phone

Webmaster

Trixell (Thales Group) Moirans, FR Sep. 2011 - Aug. 2012

Intranet maintenance

Development of a web app for storage management of a Kardex Vertical Lift Module

Scientific Publications

Jean-David G nevaux, Eric Galin, Adrien Peytavie, Eric Gu rin, Cyril Briquet, et al.. Terrain Modelling from Feature Primitives. Computer Graphics Forum, 2015, 34 (6), pp.198-210. [10.1111/cgf.12530](https://doi.org/10.1111/cgf.12530). [hal-01257198v2](https://hal.archives-ouvertes.fr/hal-01257198v2)

Cyril Briquet, Christophe Renaud, Fran ois Rousselle. Path Tracing optimis   pour le rendu de s quences d'images de sc nes  clair  es par une flamme. 31  mes Journ  es Fran aise d'Informatique Graphique, Nov 2018, Poitiers (FR), France. [hal-04251926](https://hal.archives-ouvertes.fr/hal-04251926)

Qualifications

MSc in Computer Game Programming and Development

Gamagora, Universit  Lyon 2 Lyon, FR 2013 - 2014

End of year project - Development in 3 months of a video with a team of 15~ peoples composed of programmers, level designers, game designers and artists

Wavelength

FPS - UDK

Gameplay and AI programming

MSc in Computer Science

Universit  Lyon 2 Lyon, FR 2012 - 2013

BSc Computer Science

IUT2 Grenoble, FR 2011 - 2012

Speciality : Multimedia and internet application development

BSc Computer Science

Oxford Brookes University Oxford, UK 2010 - 2011

DUT Computer Science

IUT2 Grenoble, FR 2008 - 2010