

# Mehdi Zakaria Benadel

## Technical Director

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### Education

#### Engineer's degree in Electronics, Computer Science, Telecommunications

Ecole nationale supérieure de l'Electronique et de ses Applications (2008 – 2012)

### Skills

#### Management tools

Jira, Confluence, Notion

#### Programming languages

C++17, C# 8.0, Python 2.7 / 3.8, Java 8

#### Game Programming

UE4.27, Unity 2019.3, CryEngine 5, OpenGL 4.6

#### Build Tools

Gitlab, Jenkins

#### Web

Node.JS, Docker, Cloudstack/AWS

#### 3D, Video & Graphical Design notions

Photoshop CC, Illustrator CC  
Adobe Premiere Pro CC, Adobe After Effects CC  
Blender 2.90, 3DSMax 2021, Maya 2018

### Languages

**English** Full professional (TOEIC 950)

**French** Native

**Japanese** Limited working (JLPT 3)

**Spanish** Limited working

### Notable Projects

#### Wolcen

2021

Renowned top-down dungeon crawler

#### SIBR

2020-2021

Open source image based-rendering engine

#### AI-driven RC car

2017 – 2018

Keras & Tensorflow / Raspberry Pi + Arduino

### Experiences

#### Technical Lead at Lunacy Studios

2021 – Present, Lyon

Leading technical decisions

Prototyping, structuring new game project

#### Technical Director at Wolcen Studios

2021, Nice

Prog teams management / recruitment

Company technological decisions & roadmap

#### Senior Engine Programmer at Inria

2020 – 2021, Sophia Antipolis

Engine maintainer

C++/GLSL scene reconstruction

DevOps, binary & docs deploy (Jenkins/Gitlab)

#### Senior Engine/Tools Programmer at Gameloft

2019 – 2020, Paris

Feature, tools and plugins for an internal engine

Build system (Python, Premake, VS, Jenkins)

Native code implementation to C# bindings

#### Lead Game Developer at Gamabilis

2019, Paris

Leading a team of developers on Unity projects

From dev to publishing on App Store/Play store

Project management & Game Design support

#### Sr. Creative Software Developer at GoPro

2018, Issy-Les-Moulineaux

Video montage and effects automation

Image processing and machine learning

#### Tech Lead at Renault Digital

2017 – 2018, Boulogne-Billancourt

Developer management - Gitlab CI/CD, JIRA

#### Freelance Developer / Professor

2015 – 2018, Paris

Unity3D / WebGL games

Programming, Project Mgmt and UX Design

#### Lead Software Developer at ART-Fi

2012 – 2015, Orsay, France

UX / UI / Architecture design & development

TCP sockets, C# OpenXML, 3D voxel, Qt/QML

#### C++ Developer at Osaka University

Jun 2009 – Aug 2009, Osaka, Japan

3D data processing + display (OpenGL)