Amandine Coget

http://www.lia-sae.net
References upon request

Porting and UI Graphics Engineer

Experience

02/2016 – Today	**Self-employed – A.C. Kod och Konst AB** Multiplatform graphics programming Ported The Witness to iOS: shaders, performance, audio, iCloud
05/2015 – 10/2015	**Bitsquid / Autodesk – Software Developer, Core** CPU and memory performance Data compilation pipeline: addressed technical debt, parallelization
01/2015 – 04/2015	**Uprise – Software Engineer** Domain expert for UI and graphics in Frostbite Onboarded the entire team on Frostbite, defined strategy for a new project
03/2014 – 12/2014	**Frostbite Rendering – Software Engineer** Lead programmer for UI Rendering Enabled better workflows and documentation for users all over EA Consulted directly for Battlefront and made their UI art direction happen
09/2013 – 02/2014	**Frostbite Go – Associate Software Engineer** Frostbite ports to Mac OSX, iOS, Android Shader pipelines, core and rendering systems
08/2012 – 09/2013	**EA DICE, Battlefield 4 UX – Associate Software Engineer** UI development with in-house framework CPU / memory performance, workflow improvements

Education

2016 – 2017	**Textile Handicraft: Foundation diploma – HV Skola, Sweden** Weaving, dyeing, embroidery, textile design
2011 – 2012	**Vocational Graphics Programming BSc. – IUT d'Arles, France** C++, image processing, OpenGL, interactive book on iPad
2009 – 2011	**Vocational Programming Degree – IUT A de Lille 1, France** C, Java, Databases (SQL), law, business management, communication

Others

Languages	Bilingual French-English, fluent Swedish, rusty German
Video Games	Research, prototyping, and even playing them sometimes
Arts and crafts	Embroidery, weaving, watercolor painting
Music	Former harpist, now mostly enjoying overcomplicated electronic metal