

# Killian Guillard

*After 5 years as a professional Software Developer, I am pivoting to my lifelong passion: game programming. Currently an engineering student and C++ tutor, I am seeking an internship to leverage my technical maturity and creative engineering skills within a game development team.*

## EXPERIENCE

### C++ Programming Tutor

ESIEE Paris (engineering school)

Sep 2025 - Aug 2026 - 1 year, Paris

Helped engineering students learn the fundamentals of C++, including object-oriented programming, and algorithmic thinking.

### Full Stack Web Developer

Ascan.io (startup studio)

Sep 2021 - Aug 2024 - 4 years, Grenoble

Developed and maintained full stack projects (video editing app, remote podcast recording app using WebRTC, collaborative document editor, etc).

Solved complex technical challenges such as scaling a payment system to thousands of users or distributing video rendering tasks on a server farm.

### Developer Apprenticeship

Nitroserv (game server host)

Aug 2020 - Aug 2021 - 1 year, Grenoble

Implemented a new management interface to help user rent game servers (Minecraft, Valheim, Satisfactory, etc). Collaborated closely with developers, designers, and product managers.

## EDUCATION

### IMAC Engineering Degree in Creative Technology

2024 - 2027, ESIEE, Paris

C++ Programming, Computer Graphics, 3D Math & Linear Algebra

### LP MIAW Professional Bachelor's Degree in Computer Science

2020 - 2021, UGA IUT1, Grenoble

Focus on full-stack web development and OpenGL initiation

### DUT MMI Associate Degree in Multimedia & Web Dev

2018 - 2020, UGA IUT2, Grenoble

Multidisciplinary degree specializing in full-stack web development

guillard.killian@gmail.com

+33 6 77 84 18 03

Champs-sur-Marne, France

### Dev articles

- 656KB of VRAM: how I ported my game to the Nintendo DS

- Why it's (really) not easy to build your own MMO

...and many others [on my website!](#)

### Languages

C++, TypeScript/JS, GLSL,

Python, SQL

### Game dev & graphics

3D math, OpenGL, Rendering pipelines, Unity, Unreal Engine (learning).

### Networking & systems

WebRTC, WebSockets,

Distributed systems, Linux

servers, Full stack web dev.

### Languages

French (native)

English C1 (TOEIC 980)

### Social

[github.com/killianguillard](https://github.com/killianguillard)

[linkedin.com/in/killian-guillard](https://linkedin.com/in/killian-guillard)

[killian.blog/en](https://killian.blog/en)

 venez checker mes projets de jeu