

# Jean-François Roy

Professional software engineer

## Profile

Quiet individual with a passion for technology and engineering. Enjoys video games and anime when not working on personal software projects. Specializes in software design, system programming and real-time computer graphics.

## Experience

### Software engineer at Apple, Inc. — Present

Working at Apple, Inc. in the GPU Developer Technologies group on GPU developer tools for Mac and iPhone.

### Software engineer at Apple, Inc. — 2008–2009

Worked at Apple, Inc. in the IMG Automation and Tools group on OpenGL developer tools and automation systems for media technologies.

### Internship at Apple, Inc. — 2007

Worked at Apple, Inc. in the Interactive Media Group on the design and implementation of an automated testing infrastructure for a new IMG technology, including test methodologies, desired metrics, automated data gathering components and metric computations and a prototype data analysis application.

### Internship at Communications Research Center Canada — 2006

Worked at the CRC-RBSC on digital radio integration. Responsibilities included developing technologies and methods enabling the creation of a personal digital radio recorder. Digital radio is capable of transmitting rich content through standards such as DMB and DVB-H and H.264 / AAC compression technologies.

## Projects

### Riven X — Live the adventure once again, from the comforts of Mac OS X

<http://www.devklog.net/rivenx>

The Riven X project aims at implementing a completely novel engine utilizing the original Riven™ data files to offer Mac users a native Mac OS X version of this landmark game. Uses OpenGL, QuickTime, Core Video and Core Audio directly for maximum performance.

### MPQKit — Object-oriented framework for MoPaQ archives designed for Mac OS X

<http://www.devklog.net/mpqkit>

MPQKit is the the most comprehensive public software library to manipulate Blizzard Entertainment's data archive format. Written primarily in Objective-C++ and utilizing Foundation, it was designed from the start for Mac OS X. MPQKit is also used to power MPQFS, a FUSE filesystem for MoPaQ archives.

## Education

B.Eng. in Software Engineering, Université Laval, Canada.

## Skills

- Agile software engineering and test-driven development.
- Asynchronous and concurrent software design and programming.
- Real-time computer graphics (algorithms and techniques).
- Expert knowledge of Mac OS X and OpenGL.
- C, C++, Objective-C and Python.
- Problem solving, team work, software project management.