Fabian **Huber**

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Game Programmer and Computer Graphics Enthusiast

Professional Experience

Help Desk Technician   *2024 - Present*
Pictet   *Geneva, Switzerland*

- Assistance in resolving computer issues for the group
- Contributed to IT system maintenance and troubleshooting
- Demonstrated strong communication skills in remote technical support

Android Developer   *Feb - Oct 2022*
JE EPFL   *Geneva, Switzerland*

- React Native Android Application
- Design on Figma
- Translated R code to TypeScript

Video Game Creation and Robotics Teaching   *August 2021*
Futurekids   *Geneva, Switzerland*

- Two one week lessons
- Taught the basics of programming (Unreal Engine 5 and Lego) to children

Web Development - Internship   *May 2020*
Thinko   *Geneva, Switzerland*

- Three weeks internship
- Web dev with Laravel
- Evaluation and integration of planning solutions

Education

Bachelor of Science in Game Programming   *2021 - 2024*
SAE Institute   *Geneva, Switzerland*

- Thesis: Voxel rendering using Ray Tracing
- Courses: Game creation (Unity, Unreal, C++) | Physics Programming | Networking | Optimization | Graphics Programming

Informatics - ES Technician Diploma   *2019 - 2021*
CFPT   *Geneva, Switzerland*

- Niveau : Honours and congratulation of the jury
- Strengthened skills from CFC
- Courses: C | Rust | React Native | VueJS | Project Management and Marketing

Informatics - CFC (Apprenticeship)   *2016 - 2020*
CFPT   *Geneva, Switzerland*

- Fundamentals of Programming (C#, Python)
- Courses: Object Oriented Programming | Web Dev (HTML, CSS, JS, PHP, Laravel) | Git | DB (MySQL, SQLite) | SCRUM | Documentation Creation

Projects & Associations

Super Smash Bros. Melee Tournaments Organization   *2020 - Present*
   *Romandy*

- Organized regular Super Smash Bros. Melee tournaments since 2020
- Started by assisting in weekly online tournaments
- Expanded involvement to the coordination of live tournaments in Geneva and Yverdon

Skills

Languages   French (Native) | English (Fluent) | Japanese (Elementary)
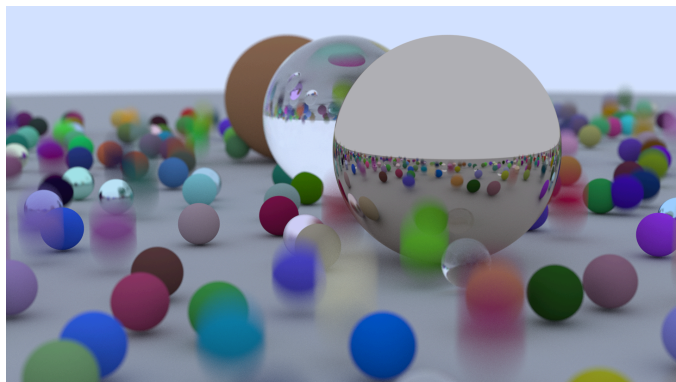**Tech Stack**   C++ | Rust | Jai | C# | Unity | JS/TS | Python | HTML/CSS | PHP | SQL | Git
Personal Interests Guitar | Fighting Games | Language Learning

Portfolio Preview
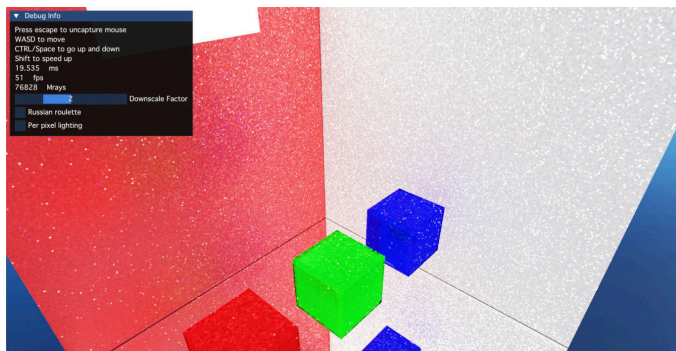
Voxel Path Tracing

Voxel renderer that has **Path Tracing** made in **Jai** using **Vulkan** for my Bachelor's thesis at SAE Institute.

OpenGL Rendering Engine

A **deferred PBR renderer** made in **C++** with **OpenGL** during the Computer Graphics class at SAE Institute.
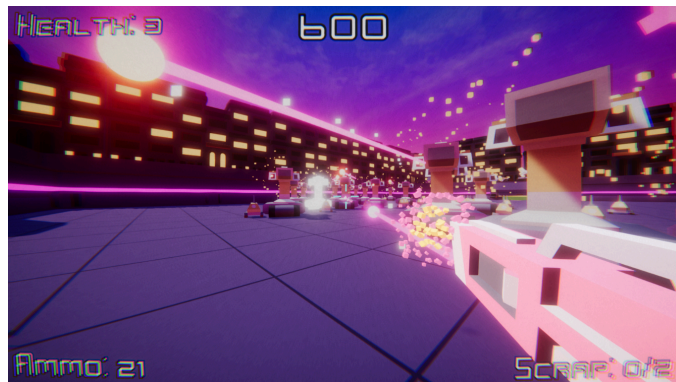

Optimizations: Ray Tracing in One Weekend

Project where I implemented the *Ray Tracing in One Weekend* book in **Rust** and then **optimized** it. Making it run **from 6 minutes to 5 seconds**.

Need More Bullets

Game made during the **LvlUp Game Jam** in **one weekend** where it won the **public prize**.

https://fabianhbr.ch/