

Dr Benoit Chaperot

Senior Programmer C++, C#, Unity 3D, UE5, AR, VR

Lives in Shanghai

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	C++	C#	U3D	UE5	AI	AR VR
May 2024 – Now: SHANGHAI CHAPEROT SCIENCE AND TECHNOLOGY CO., LTD. 上海查珀罗科技有限公司 Development of an unannounced motocross video game. Development of a physics library for Unity 3D and Unreal Engine, to be published soon. On the Unity 3D side, two physics engines are used: <ul style="list-style-type: none">• Okay Dynamics Engine, in house physics engine (C#) inspired by Open Dynamics Engine (C++)• PhysX by Nvidia On the Unreal Engine side: <ul style="list-style-type: none">• Chaos Physics The library is made of around 20 sample physics scenes. Some automation tests are used for testing. Vehicle simulation using rigid bodies for wheels. Experiments with WeChat (微信) tools to develop mini programs.	✓	✓	✓	✓		
November 2023 – April 2024: Learning Chinese at That's Mandarin Chinese school (Shanghai) Learning Python, PyTorch, Deep Learning. Following tutorials from this book: https://d2l.ai/					✓	
September 2022 – October 2023: Directive Games (Shanghai) Civitas PC game development, using Unreal Engine, C++, Blueprints. UI using UMG. Working on the workers' productions, needs and satisfactions. Working on players' objectives.	✓			✓		
August 2021 – August 2022: GARENA (Shanghai) HERA project mobile game development, using LUA for scripting. Working on a story editor.		✓	✓			

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April 2020 – June 2021 EF Education First (Shanghai) Highflyers and OneApp app development and maintenance, iOS and Android, phone and tablet.		✓	✓			
Jul 2019 – Mar 2020: Independent Game Developer (France) Working on Okay Dynamics Engine. Improving performance using DOTs packages (C# Job System, Burst Compiler). Developing mobile game prototypes.		✓	✓			
February 2015 – June 2019: Asobo Studio (Bordeaux, France) <ul style="list-style-type: none"> 2018-2019: Engine team. Working on an update for Microsoft Flight Simulator X. Fixing the live weather system (using MS Azure) and adding company new plane flight model. 	✓					✓
<ul style="list-style-type: none"> 2015-2018: Working on Microsoft HoloTour. HoloForge team. Working on various AR and VR prototypes and applications for various customers (B2B). Worked 3 months at London office (Microsoft Lift). 		✓	✓			✓
2008 – 2015: Worked for various companies (France) Serious Factory, JSTARLAB, Slak Games, Darkskyne.	✓	✓	✓			
2005 - 2010: PhD in Computer Science, Computational Intelligence applied to Computer Games University of the West of Scotland, Paisley, Scotland. https://www.jstarlab.com/research/	✓	✓			✓	
December 1999 – July 2004: Darkworks (Paris, France) <ul style="list-style-type: none"> Cold Fear, PC and PlayStation 2 using Renderware. Alone In The Dark 4, PlayStation. 	✓					
October 1998 – November 1999: Codemasters (Southam, England) <ul style="list-style-type: none"> Brian Lara Cricket, PlayStation. 	✓					
1997 - 1998: Master in Computing (MSc ITS) University of Strathclyde, Glasgow, Scotland.	✓					
1993 - 1997: Bachelor in Mechanical Engineering, BEng 2.2 Hons University of Strathclyde, Glasgow, Scotland.						