

Yannick Puech

SDK Documentation & Support at MAXON Computer

puechyannick@yahoo.fr

Experience

SDK Documentation & Support at MAXON Computer

July 2011 - Present (1 year)

Write documentation and provide technical support for the different APIs of Cinema 4D.

Softwares: Visual Studio, CINEMA 4D

Languages: C++, Python

Libraries & APIs: CINEMA 4D C++ & Python SDKs

Tools: Sphinx

Software Engineer at SOLID ANGLE S.L.

December 2010 - May 2011 (6 months)

Software Engineer for the development of the Maya to Arnold connection.

Softwares: Microsoft Visual Studio, Autodesk Maya

Languages: C++, Python

Libraries & APIs: Maya API, SCons

Software Developer at Ilion Animation Studios

November 2008 - November 2010 (2 years 1 month)

Software Developer in the 3D area of the tools department

Developed, maintained scripts and plugins for 3ds Max used in the production of the animated feature film "Planet 51"

Softwares: Microsoft Visual Studio, Autodesk 3ds Max, Nuke

Languages: C++, MAXScript, Python

Libraries & APIs: 3ds Max SDK, Win32, .NET Framework

3D Software Developer at Bionatics

March 2007 - November 2008 (1 year 9 months)

Maintained the plant modelers plugins : natFX and EASYnat for Autodesk 3ds Max

Improvement and extension of the plants engine

Softwares: Microsoft Visual Studio, Autodesk 3ds Max

Languages: C++, Renderman Shading Language

Libraries & APIs: 3ds Max SDK, RenderMan API, Win32, MFC

Programmer at Digisens SA

September 2006 - March 2007 (7 months)

Softwares: Microsoft Visual Studio

Languages: C++

Libraries & APIs: Qt

Tools Programmer at Phoenix Studios

October 2005 - March 2006 (6 months)

Responsible for the development of the tools used in the graphics pipeline workflow of a PS2 game:

- Improvement of the 3ds Max exporter
- Developed MAXScripts and DirectX Shaders to speed up levels creation and visualization
- Maintained the game engine and the data asset creation system

Softwares: Microsoft Visual Studio 2002, Autodesk 3ds Max, In-house Tools

Languages: C++, MAXScript, HLSL

Libraries & APIs: 3ds Max SDK, Win32

Trainee Programmer at David Lanier 3D

April 2005 - June 2005 (3 months)

Developed basic mental ray shaders, plugins and scripts for 3ds Max

Softwares: Autodesk 3ds Max, Microsoft Visual Studio

Languages: C++, C, MAXScript, Renderman Shading Language

Libraries & APIs: mental ray API, 3ds Max SDK

I recommendation available upon request

Skills & Expertise

C

C++

Python

Visual Studio

3D

Cinema 4D

3D Studio Max

Publications

Using DirectX Shaders in 3ds Max

Gamasutra May 24, 2006

Authors: Yannick Puech

This article explains how to use DirectX shaders in 3ds Max for video game development, covering the entire production process: from implementation and integration to export.

Languages

French
Spanish
English

Education

University Institute of Technology

DUT (University Diploma of Technology), Computer Science, 2003 - 2005

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1 person has recommended Yannick

"Yannick reaches its objectives easily and showed professionalism, autonomy and a great motivation. I highly recommend him as a tools programmer."

— **David Lanier**, *Founder and owner, David Lanier 3D*, managed Yannick at David Lanier 3D LLC

[Contact Yannick on LinkedIn](#)