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GAMEPLAY PROGRAMMER

Personal Projects & Skills

2017 Student project | Wasteland Hunter | **Gameplay**

Student project on a duration of one year

- Diverse player interactions (pilots / shooters)
- Vehicle physical interactions
- Programming work Management

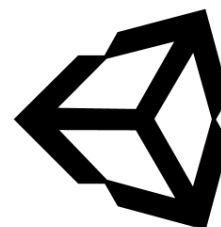


2017 Global Game Jam | Noah's Ark New Wave | **Gameplay**

- Buoys / animals interaction
- Animals fusion / Backup of chimeras

2016 Ludum Dare | Pillars of Fate | **Gameplay**

- Cathedral Building physics & interactions
- Diverse player interactions



2016 Global Game Jam | Only God Can Twerk Me | **Gameplay**

- Interaction with the nuns / the priest
- Graphics integration

C++/C# : Advanced Knowledge

Unity : Advanced Knowledge

Unreal Engine 4 : good Knowledge

Github/Perforce : good Knowledge

French : Mother tongue

English : Fluent

Education

2014-2017 Supinfogame | Game Designer Option Programming

- Creation of video games
- Learning programming language

2012-2014 GMSI | Gestionnaire et Maintenance de Support Informatique

- Network & Server Administrator
- Users support

Experiences

2016 - 4 months | Fishing Cactus | **Gameplay Programmer**

- Creation of Chicken-Town, mobile runner
- Interaction, optimization, debug, shipping



2012-2014 | Comité d'Action Pour l'Education Permanente | **Network & Server Administrator**

2011-2010 | GlaxoSmithKline Biologicals, St Amand les Eaux | **Overprint Operator**

Hobbies

Sport (Athletics, Basket)

Movies/series (Mr. Robot, Lord of the Ring, Big Bang Theory, Game Of Thrones, ...)