



Adrien SCHROEDEL

21 years – Digital Student

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TARGET ROLES

Gameplay Programmer, Tool
Programmer, Game Designer or related
long internship from the **08/02/25**
(Internship duration: 6 months)

PROFILE

Passionate about software and game development, I am eager to collaborate in a dynamic, motivated team environment where I can contribute to innovative and technical projects and grow both professionally and creatively.

SKILLS



- Unity (C#)
- UnrealEngine5 (C++)
- GIT
- Office Suite / Google Workspace Suite

LANGUAGES

French	>	Native Language
English	>	Level C1
Spanish	>	Level A2

HOBBIES

VTT, Videogames, Music, Acting, Board Games



<https://github.com/AdriKat2022>



See my portfolio website here!
<https://adrikat2022.github.io/portfolio/>

EDUCATION

➤ Engineer in Digital School

Télécom SudParis, Évry / 2022 – current

- Notions in Network and Telecommunication
- CSR awareness initiatives
- Notions in User Experiences for an application
- QA importance in the Game Industry

➤ Scientific Preparatory Class (PSI)

Lycée de l'Essouriau, Les Ulis / 2020 – 2022

Preparation for engineering school entrance exams after completing a science high school diploma (2018 – 2020).

EXPERIENCES

➤ Full Stack Developer at Lutice

Internship, Remote / July – August 2024

- Automation scripts in an UNIX server environment.
- API integration of an AI to create **new features** (Ruby + PHP).
- SQL use to add, alter and select rows and schemas of a **DB**.

➤ Project Manager Assistant at Téléhouse

Internship, Paris 11me 75 / June - July 2023

- Real-time client support and customer service.
- Client kept updated through all steps of the project.
- Pro-active behaviour to fetch information.

➤ Game Creator at Learn by Play

Project supervised by Télécom SudParis, Évry / 2022 - 2023

- Made a board-game for children enhancing general knowledge
- Made a card-game for children to train math skills.
- Won the 2023 student award (accessible [here](#)).

➤ Private Tutor at Complétude

At home of the student / 2022 - current

Tutored three students in English and mathematics.
Simplified concepts to help understanding.

➤ Regular Participation in Game Jams

In person or remotely depending on the event / since 2022

- INT Game Jam (2024)
- Global Game Jam (2024 and 2023)
- Unijam (2023 and 2022)
- GMTK Game Jam (2023)

➤ Member of a Game Creation Club

Télécom SudParis, Évry Courcouronnes / 2022-2024

- Followed formations in Game Design, Economy in Games, Juice Mechanics, Level Design, Unity.