

Guillaume RAIMUNDO

Game programmer

I am a french programmer curious and independent.
I like to share and discuss with every members of the team and improve my knowledges.

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B/A2

Professionnal experiences, Projects

June 2021 – December 2021

Unannouced – Internship – Gameplay programmer

Incarna Studios – Montpellier (34) – France

Creation of a prototype in virtual reality

Project made with Unreal Engine 4, still unannounced

Oïra Amata – Student project – Programmer

Ynov – Aix-en-Provence (13) – France

Creation of a contemplative game in virtual reality

Realized with Unreal Engine 4, using Azure DevOps as version control system

Tang & Arlee – Student project – Lead Programmer

Ynov – Aix-en-Provence (13) – France

Creation of a *Ratchet & Clank* like

Realized with Unity, using Github as version control system

Web developer

Dedalus C&G (European leader in healthcare softwares) – Valence (26) – France

Creation and maintenance of Angular web screens for visualization,

manipulation and creation of backend data

Formations

Master in Video Games – Video game developer

Ynov Aix Campus – Aix-en-Provence (13) – France

Learning of computer science applied to video games (Unity/Unreal Engine 4)

Bachelor in computer science majoring video games

Université du Québec à Chicoutimi – Chicoutimi (Québec) – Canada

Learning of computer science with introduction to the conception of video games

DUT in computer science

IUT 2 Université Grenoble-Alpes – Grenoble (38) – France

Learning of computer science

Skills

Computer languages

C++ / C# / HTML / CSS / PHP / JavaScript / TypeScript

Softwares

Unreal Engine 4 / Unity / Visual Studio / Git

Languages

French : native / English : B2 / Italian : basics

Interests

Climbing, hiking, martial arts

Drawing, music (guitar, bass, piano)

Video games, photography

Strengths

Organized, rigorous, open-minded

Active, autonomous, reliable