Antoine Rato
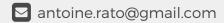
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SKILLS

Development : Unity, C#, Java, Bash, C, C++, Git, ARKit, ARCore
Miscellaneous : Game Design, UI, UX, Illustrator, Photoshop, Premiere Pro
Soft Skills : Fast Prototyping, Adaptive facilities, Problem-solving, Creativity, Communication

EXPERIENCE

Voodoo

SEPT. 2021 - PRESENT : PUBLISHING GAME DEVELOPER

- Collaborate with studios to work on 1-2 new games per week to rapidly prototype new features, contributing to the successful launch of 18 games, including three games with over $2.5 million margin

- Develop and integrate new features for games and create roadmaps for gaming studios

- Improve CPI, LTV, and overall attractiveness of games for studio launches

- Create ads for mobile games, focusing on engaging content and optimal timing

- Utilize knowledge of gaming trends and player preferences to create successful ad campaigns

SEPT. 2020 - AUG.2021 : MARKETING GAME DEVELOPER

- Collaborated with cross-functional teams to enhance gameplay and engagement for high-profile mobile games, including Aquapark, Draw Rider, Shortcut Run, Castle Raid and others, resulting in increased user retention and monetization

- Designed and executed successful ad campaigns on diverse social media platforms, leveraging knowledge of mobile gaming industry trends and user behavior to attract millions of new players and boost revenue

Augmenteo

SEPT. 2018 - AUG. 2019 : AR MOBILE GAME DEVELOPER

- Developed an augmented reality gaming platform, leveraging expertise in Unity, C#, and JSON for data storage and retrieval, with a goal to consolidate various "Pokemon Go-like" experiences worldwide

- Collaborating with major licenses such as Assassin's Creed and Asterix, and contributing to the development of several mini-games

Sopra Steria

OCT. 2016 - SEPT. 2018 : BASH DEVELOPER

- Developed and optimized complex bash scripts to automate file processing, formatting, and filtering for unique constraints and legacy systems of business units and over 150 stores across Europe, and utilized Cron to schedule and manage scripts as background tasks for improved efficiency

- Implemented testing with a fictitious store to ensure the scripts' quality and reliability, and performed real-world tests on one or more stores to validate the automation

EDUCATION

Master's degree in Computer Science, Engineering, and Innovation
Lille Catholic University
2017 - 2019

Bachelor's degree in Computer Science
Hauts-de-France Polytechnic University
2014 - 2017

PROFILE

Highly motivated and experienced game developer with a background in web development and bash automation. Proficient in Unity/C# and skilled in developing and fast prototyping, promoting games, creating features, and integrating ads across multiple platforms.

PROJECTS

1. Nostalgic of my Counter Strike 1.6 period, I'm working on a PC multiplayer game that recreates the feels of custom mini-games maps. This is a FPS with movement mechanics similar to those of CS, including strafing, bunny hopping, and surfing. The multiplayer aspect is developed using the open-source game networking library called Mirror. Players are hosting their own party and others joins by connecting to their IP address.

2. Created a mobile game similar to Flappy Bird but instead, users must tap at the right moment to enter in dodge mode and avoid obstacles. The game was developed using Unity and C#, with 2D assets modified as needed using Photoshop and Illustrator. The game called "Roketi" is available on Android.

3. Developed a block puzzle game where players place static Tetris pieces on a grid, but unlike the others, this one is in realistic 3D. The game features different camera perspectives and textures that become available as players progress.