

BASILE NGUYEN

SOFTWARE ENGINEER

I am a software engineer specialized in video games with many works in UI/UX and gameplay developpment

CONTACTS



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Portfolio :
<https://basilengy.github.io/Portfolio/index.html>

EDUCATION

ESIGELEC, Rouen

ENGINEER'S DEGREE, PROM 2021

- Electrical engineering School
- Specilization in Software & Digital services
- Project Managment
- Software Development

WORK EXPERIENCE

Developer

EXKEE

JULY 2022 TO NOWADAYS

- UI/UX system architecture
- Creation of UI cards management renderer
- Work in multidisciplinary team with Agile/SCRUM framework
- Unity & Unreal Engine 5 gameplay developpment

Intern Developer

EVERSIM

NOVEMBER 2021 TO APRIL 2022

- C++ developpment of strategic geopolitical simultation wargames
- Set up of a developer's debug menu to manage-game economics
- Creation of tutorial menu to help resume player's possibilities

SKILLS

- Unreal Engine / Unity
- C++ / C# / Java
- Playfab / MongoDB
- French / English
- Visual Studio / Figma

UQAC, Québec

MASTER'S DEGREE IN COMPUTER SCIENCES, PROM 2022

- Creation of video games on Unity engine
- Serious Games
- Artificial Intelligence
- Game Jam