

Benjamin HAMON

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www.benjaminhamon.com

EPITA, master of science in computer science
7 years in video game development

DevOps

Professional Experience

AMPLITUDE STUDIOS – DevOps

Paris, since Nov-2019

Worked on Humankind, for Windows
Updated continuous integration and delivery using Python, GitLab-CI and Unity3D
Developed internal tools for game production using Python, C# and ASP.NET Core

DONTNOD ENTERTAINMENT – DevOps

Paris, May-2017 to Aug-2019

Worked on Vampyr, Life is Strange 2 and Tell Me Why, for Windows, PlayStation 4 and Xbox One
Updated the build service and pipeline using Python, Buildbot and Unreal Engine
Developed internal tools for game production using Python, C# and WPF
Managed internal servers and set up configuration management using Ansible

KOBOJO – DevOps

Paris, May-2014 to May-2017

Worked on Zodiac Orcaon Odyssey and Primal Legends, for Android, iOS and Facebook
Developed the cross-project framework, tools and web services using C# and ASP.NET.
Developed a matchmaking and multiplayer system using NodeJS and C++
Set up continuous integration and delivery using Jenkins and Bash scripts
Set up AWS environments for game releases

FRENZOO – Game Programmer

Hong Kong, Aug-2013 to Jan-2014

Worked on a mobile casino game for the Me Girl franchise, for Android and iOS
Developed game features using C# and Unity3D

Education

EPITA, graduate school of computer science

Paris, 2009 to 2013

Master's degree in Computer Science
Option Multimedia and Information Technologies

Skills

Programming: C#, C++, Python, JavaScript

System administration: Windows, Linux, Ansible, Amazon Web Services

Game development: Unity3D, Unreal Engine, Steam, PlayStation 4, Xbox One

Web development: HTML/CSS/JS, Flask, ASP.NET

Databases: MySQL, PostgreSQL, SQL Server, Redis, MongoDB

French (native), English (Very good, TOEIC 990)