Benjamin HAMON

resume@benjaminhamon.com   EPITA, master of science in computer science
www.benjaminhamon.com   8 years in video game development

DevOps

Professional Experience

AMPLITUDE STUDIOS – DevOps   Paris, since Nov-2019

Worked on Humankind and Endless Dungeon, for Windows and Stadia
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 Orcanon 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, Epic, PlayStation, Stadia, Xbox
Web development: HTML/CSS/JS, Flask, ASP.NET
Databases: MySQL, PostgreSQL, SQL Server, Redis, MongoDB

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