

Benjamin HAMON

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www.benjaminhamon.com

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

DevOps

Professional Experience

DONTNOD ENTERTAINMENT – DevOps

Paris, since May-2017

- Released Vampyr and Life is Strange 2, for PC, 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

KOBOJO – DevOps

Paris, May-2014 to May-2017

- Released Zodiac Orcaon Odyssey and Primal Legends, for iOS, Android and Facebook
- Developed the cross-project framework, tools and web services in C#
- Developed a matchmaking and multiplayer system in NodeJS and C++
- Set up continuous integration with Jenkins and Bash scripts
- Set up AWS environments for game releases

FRENZOO – Game Programmer

Hong Kong, Aug-2013 to Jan-2014

- Developed and released a mobile casino game for the Me Girl franchise
- Worked on user interface, data access, memory and performance optimization, tools
- Developed with C# and Unity3D for Android and iOS mobile devices

POHLM STUDIO – Game Tools Programmer

France, Sep-2011 to Dec-2011

- Developed a Level Editor for video game development with C# and WPF

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, Amazon Web Services

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

Databases: MySQL, SQL Server, Redis

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