

# Kévin AVOT

## Unreal Engine/Unity Developer

### projects

#### VR Horror game

Since February 2023

Faculté des sciences Jean-Perrin / Lens

Blueprints, C++, Unreal Engine 5

#### XCOM like game

Since October 2022

Faculté des sciences Jean-Perrin / Lens, France

Blueprints, C++, UE5

#### Rasterizer 3D from scratch

From November 2022 to January 2023

Faculté des sciences Jean-Perrin / Lens, France

C++

#### 2D RPG

From April 2020 to June 2020

IUT de Lens / France

Unity, C#

### work experience

#### Unity C# developer (internship)

From April 2023 to September 2023

Audace / Douvrin

Technologies : Unity, C#, VR

#### Full-stack developer (internship)

From March 2022 to August 2022

WORLDLINE / Seclin, France

Technologies : Spring, Angular, H2, MySQL

### degrees

#### Master's degree in Software Engineering for Games

From September 2021 to September 2023

Faculté des sciences Jean Perrin / Lens, France

#### Computer Science License

From September 2020 to June 2021

Faculté des sciences Jean Perrin / Lens, France

#### University degree in Computer Technology

From September 2018 to June 2020

IUT de Lens / France

#### Scientific Baccalaureate

July 2018

Lycée Henri-Martin / Saint-Quentin, France

Mathematics specialty

### skills

C/C++

C#

VR

Java

SQL

TypeScript/JavaScript

PHP

### tools

Unreal Engine

Unity

Git

Angular, Phaser

OOP

Laravel

Spring

### languages

English

TOEIC 2020 : 960/990

Spanish

Japanese

Self taught (Roughly JLPT4)

### qualities

Flexible

Perseverance

Perfectionist