

# Bryan Bachelet

## Gameplay Programmer

✉ bryanbacheletpro@gmail.com ☎ +33 6636639 📍 Versailles, France 🇫🇷 French Nationality 🏆 He/Him  
🔗 Portfolio 🌐 LinkedIn 📄 Git

### Profile

Gameplay Programmer with experience working on Unity and Rogue-like games. I'm comfortable with communicating with colleagues and Game Design notions like juiciness or technologies like VFX. I had also experience in optimization subjects.

### Skills

#### Programming Languages:

C#, C++, C, VBA, Blueprint, Python, GLSL,

#### Softwares & API:

Unity HDRP, Unreal 4 & 5, Godot, OpenGL, Vulkan

#### Game Development Speciality:

- Gameplay (Controller, Camera)
- Tools (AI Tools, Level Design Tools)

#### Languages:

- English - professional proficiency
- French - native speaker

### Professional Experience

#### Tools Programmer, Bouygues Construction

01/2024 – 06/2024

- Developed tools for the production of digital building models.
- Conceived algorithms to create parking layouts with building constraints.

Versailles, France

#### Tools Programmer, Play in Lab

05/2022 – 07/2022

- Created Excel tools to sort out answers from forms into a presentation.
- Helped to conduct playtest and their analysis on The Little Nightmare adaptation on mobile

Lille, France

### Projects

#### Rogue Like, Seekers of Sand

01/2023 – Present

Game Programmer on *Seekers of Sand*, a Rogue-like game developed on PC with Unity HDRP in C# language.

- Coding 3C of the game. Adapting the control of the avatar for the keyboard and gamepad.
- Working on 3 differents cameras used in the game.
- Implementing Behavior Tree Tool in Unity. Use it in more than 10 AI of our game even game bosses.

#### Racing Game, RollerLoop

10/2024 – present

Game Programmer on *RollerLoop*, a racing game developed on PS5 platform with Unreal Engine 5 in C++ language

- Leading the programmation department for the project
- Integration of all the game audio in the game
- Responsible for the game optimization on PS5

#### RPG Game, La Ville Rose

03/2024 – 05/2024

Game Programmer in *La Ville Rose*, an RPG game developed on Unreal Engine 4 in C++ language

- Implemented compute shader for painting in real-time on building. Helps the game to gain +15 FPS in-game.
- Optimize the game logic. Reduce all the in-game spike latency.

### Education

#### Master's Degree in Game Programming, ISART Digital Paris

09/2021 – 06/2026

- Training in technical and scientific skills for the video game industry
- Collaboration with other disciplines on common projects.

Paris, France

#### Bachelor Degree in Game Design, ICAN

09/2017 – 06/2020

- Learned game design and level design skills (OCR Loop, RGD, RLD)
- Discovery of other disciplines of video game development

Paris, France

### Interests

Hip Hop Culture US/FR

US action movies

Fighting Video Games

Climbing Indoor