Simon Canas

Engine Programmer, Gameplay Programmer Portfolio: canassimon.github.io

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EDUCATION

SAE Institute Geneva — Bachelor of Science

2018 - 2021

Lycée International, Ferney-Voltaire — Baccalauréat SI

2012 - 2018

PROFESSIONAL EXPERIENCE

Carrefour Market, Gex — Checkout Operator

2018 - 2021, on weekends

NOTABLE PROJECTS

AerRacers — PC / Nintendo Switch A fast-paced local multiplayer racing game running on PC and Nintendo Switch

https://github.com/SAE-Institute-Geneva/AerRacers/releases

2020 - 2021

Minecraft-like — PC

A prototype trying to replicate the base gameplay and chunk rendering system of Minecraft https://github.com/LoshkinOleg/NekoEngine/releases

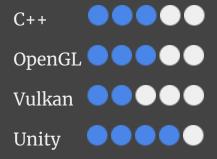
2020

Cosmyx - PC

The first game I made in Unity, a simple arcade-like shooter.

https://canassimon.itch.io/cosmyx

2018



French - Native English - Fluent

Video Games, Music, Art, **Animals**