

# Simon Canas

Engine Programmer, Gameplay Programmer

Portfolio: [canassimon.github.io](https://canassimon.github.io)

## 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

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## SKILLS

C++ 

OpenGL 

Vulkan 

Unity 

## LANGUAGES

French - Native

English - Fluent

## INTERESTS

Video Games, Music, Art,  
Animals