

# Clément RONDEAU

Game developer student at CNAM ENJMIN

Looking for a 2 month and a half internship starting mid-June

## personal details

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## languages

English : professional  
French : native

## hobbies

### Development

Design and development of video games (Unity, Unreal).

### Video games

Multiplayer FPS, simulation, strategy, roguelike

### Music

Practiced the guitar during 7 years.

### Sport

Practiced Krav Maga during 3 years.

## personal projects

### Pedalboard disorder

Puzzle game, GGJ, 2017

### Let them in

Rhythm game, Ludum Dare 37, 2016

### Welcome to Dalaka

Mini game, GAMERella, 2016

### Chicken Run

Racing platformer  
Grande confiture de jeux, 2016

### Doding pirate

Arcade game, Low Rez jam, 2016

### Nuts Breaker

Arcade game, RCBJ, 2016

## skills

### Unity

(Unity 5.X)



### C#

(Mono)



### C++

(Qt, Boost, SFML)



### Unreal Engine

(UE 4)



### Python

(Django)



### Php

(CakePhp, CodeIgniter)



## design and project management

### Agile methodology

UML

### Merise

Documentation writing

## experiences

10/2016

11/2014

### Lengow, Nantes 44

Developement and use of marketplaces API.

Processing of data in different formats (csv, XML, ...).

Project management and relationship with big companies (La Redoute, RueDuCommerce).

Python developer (Django)

11/2014

11/2012

### Inter Mutuelles Assurance, St-Herblain 44

Analysis and resolution of software and hardware failures.

Customer management for insurance companies (MAIF, MACIF).

Help desk technician

2012

2010

### Arrivé, Saint Fulgent 85

Handling and preparing orders.

Student part time

## scholar projects

12/2016

12/2016

### Unfold, shoot'em up

Project made with Unity on the theme : "Shooter".

Two players are playing together, one can't hear but can generate sound and the other one can't hear but can shoot.

The players must communicate by sendings vibrations to the other player controller.

Equipe de 6 étudiants

## education

Since  
2016

Master JMIN  
Game and Interactive Media Design

CNAM ENJMIN, Angoulême

2016  
2014

Titre RNCP niveau 2  
Developer, designer of IT projects

IMIE, Rezé

2012  
2010

2 year technical degree  
Software and networks development

Nicolas Appart High school, Nantes

2010  
2008

High school degree  
Electronic engineering

Léonard de Vinci High School, Montaignu