



Candela Nicolas

Lv. 25 Programming cleric

Playing since: 22/04/1997

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Hideout:

3 rue de la Garenne

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<https://darkxell.github.io/>

Driving licence

Inventory

Master's Degree : Gamagora

+2 to Game development skills

Looted from Université Lyon 2 in 2022

Master's Degree : BDMA

Grants knowledge of Big Data and analytics, machine learning and statistics.

Looted from Université de Tours in 2019

Skills

Object oriented programming

Main ability

- Mainly Java and C#
- Front and back java experience

Bilingual English/French

Passive skill

- Speaks native french and fluent english

Unity games making

Support skill

- Check out a game we made [here!](#)

Data science knowledge

Passive skill

- Data analysis and machine learning
- Good general understanding of stats

Web development

Support skill

- Used to HTML and CSS
- Knows vanilla Javascript

Blockchain technology

Passive skill

- Interested in crypto, especially DAGs
- The math, not the economy

Player History



Ankama (2023)

Backend dev, Dofus Touch
Update 1.54 : Tactical Vision



Worldline (2019 - 2021)

Full stack dev in finance
Java, Web and Continuous Integration



Indie Dev (2017 - 2020)

Indie dev in a team of 2
Pokemon mystery dungeon fangame

Games

Path of exile

5000 hours played
Leader in ARPG design

Minecraft

4500 hours played
Endless sandboxes rule

Subnautica

80 hours played
Impressive game immersion