



## Candela Nicolas

Lv. 25 Programming cleric

**Playing since:** 22/04/1997

**Unique ID:** 06 46 88 27 94

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**Hideout:**

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69500 Bron

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

Driving licence

## Inventory

**Master's Degree : Gamagora**  
+2 to Game development skills  
Currently farming in Lyon (France)

**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

**Unity games making**

**Support skill**

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

**Web development**

**Support skill**

- Used to HTML and CSS
- Knows vanilla Javascript

**Bilingual English/French**

**Passive skill**

- Speaks native french and fluent english

**Data science knowledge**

**Passive skill**

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

**Blockchain technology**

**Passive skill**

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

## Player History

**Worldline** (2019 - 2021)

Full stack developer in finance  
Java, Web and Continuous  
Integration

**Indie Dev** (2017 - 2020)

Indie dev in a team of 2  
Building a pokémon mystery dungeon  
fangame

## Games

**Path of exile**

3900 hours played  
Leader in ARPG design

**Minecraft**

4000 hours played  
Endless sandboxes rule

**Subnautica**

80 hours played  
Impressive game immersion