

Adrien Dudon

Game and Software Engineering Student

Available from September 2023, anywhere in the world

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GitHub: <https://github.com/Deewens>

PERSONAL PROFILE

- 4th Year B.o.S (Hons) student in **Computer Games Development** at SETU Carlow (**73.6% GPA**)
- Good skills and experience using the **Unity** game engine and the **SFML** game framework in **C++**
- Basic knowledge of **game AI** development and **pathfinding** algorithms
- Strong **Object-Oriented Programming** experience and good programming skills
- Strong **problem-solving skills** and **teamwork experience** developed during my internship. Always try to learn new technologies in my free time for curiosity or professional purposes.
- **Seeking a Game Programmer job opportunity commencing on September 2023**

SKILLS

Technical skills

Game Development

- Game engines: **Unity**, **Unreal Engine** – C++ Game Library: **SFML**
- Gameplay Programming skills and Programmation of basic AIs
- Good knowledge of concepts of a game engine, pathfinding algorithms, and shaders, ...

App Development

- **Language:** HTML, CSS, JavaScript (JS), TypeScript (TS), Java, C#, Python, C++
- **Framework:** React, Angular
- Strong experience in Object-Oriented Programming (well-practised in internship)
- REST API Design and Development

Others

- **Database:** mainly MySQL but basics knowledge of Google Firestore (NoSQL)
- Strong knowledge of **Git**
- Experience in **Linux** (Ubuntu and Debian Server) – basics knowledge of the Linux command line

Soft skills

- Ability to learn and adopt new technologies – learnt Angular for an internship
- Persevering and curious person – do not give up when stuck on a problem
- Proposal force and good problem-solving skills
- Project Management in the **Agile Method (SCRUM)** and knowledge of development processes

EDUCATION

Bachelor of Science (Honours) in Computer Games Development

South East Technological University (formerly IT Carlow) – Carlow, Ireland | 2021 – Present

- Developing 2D and 3D games with **SFML** and **Unity**
- Gameplay Programming, **Game AI**, and Online Gaming Technologies
- Development of mobile games
- Data Structures & Algorithms adapted to game development (like A* Pathfinding)
- Full game project made with SFML and C++ (see *SHHHHHH...!* on GitHub)
- **Third Year GPA:** 73.6%

Professional Degree and Apprenticeship in Computer Science

Robert Schuman University Institute of Technology – Strasbourg, France | 2020 – 2021

Third Year university degree in Computer Science (the equivalent of an Ordinary Bachelor Degree)

- Web and Mobile development, testing,
- API design and development
- Writing technical and design documents
- Initiation to video game development with Unity and Unreal Engine (elective course)
- **GPA:** 14.682/20

University Diploma of Technology in Computer Science

Metz University Institute of Technology (University of Lorraine) – Metz, France | 2018 – 2020

Two-year university degree in IT (the equivalent of a Higher Certificate in Ireland)

- **Basics of IT:** computer architecture and algorithms, **procedural programming** and Object-Oriented Programming (**OOP**), Systems and networks, relational databases
- Web, Mobile and Software Development
- Business management, law, economics, mathematics, project management
- Top of the class in the fourth semester
- **GPA:** 13.94/20

WORK EXPERIENCE

Expleo – Saint-Quentin-en-Yvelines, France

Intern Full Stack Engineer | March 2022 – Aug 2022

- Internship as part of my Bachelor of Science
I developed a full-stack web application for a Team working in the Quality Department at the Renault Technocentre localised in Guyancourt. This application allows the team to better manage the return of defective car parts under the Renault Warranty.

CG Project Management – Strasbourg, France

Apprentice Web Developer | Sep 2020 – Sep 2021

- Apprenticeship as part of my Professional Degree.
- Worked on a Project Management Application called Gouti (<https://www.gouti.net/en/index>).
- Added and improved the app's main features, using web technologies (HTML/CSS, JS, PHP).
- Wrote a REST API in PHP

Versailles Saint-Quentin-en-Yvelines University – Remote

Intern Talend Developer | May 2020 – Jul 2020

- Created programs on the Talend software
- Worked on the University's databases (mainly data correction)
- Developed Talend scripts in Java

LANGUAGES

- French (**native speaker**)
- English – TOEIC Certification (905/990) – **strong IT English skills**

REFEREES

Laurent Melot – Quality Technical Manager at Expleo

- **Email:** laurent.melot@expleogroup.com

Christian Gutekunst – Head of CG Project Management

- **Email:** cg@cg-project-management.fr - **Mobile:** (+33) 6 70 01 50 29

INTERESTS

- Traveling and discovering new places
- Tabletop games
- Rockets and space
- Science fiction