Yanaël CAILLOT GAMEPLAY PROGRAMMER





Lyon, 69



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<u>/ycaillot</u>

Soft Skills

- Curious
- · Analytical mindset
- Problem-solving
- Versatile
- Proactive

Languages

- English: B2 (TOEIC 935/990)
 - Listening comprehension: C1 (TOEIC 495/495)
 - Reading comprehension: B2 (TOEIC 440/495)
- Japanese: B1
- French Sign Language (LSF): Beginner

Interests

- Game development and programming Personal and academic projects
- Music: Electric bass, vocals (4 years)
- Martial arts: Black belt in Karate (11 years)
- Streaming and video games: Participated in the 2022 Téléthon Gaming event

Education

MSc Développeur Jeu Vidéo, rendu 3D temps réel et technologies immersives & Mastère Européen Expert IT

2025 - 2027 - Gaming Campus - 69003 Lyon

Bachelor Développeur Informatique, option Jeu Vidéo

2022 - 2025 - Gaming Campus - 92800 Puteaux

- Learned programming languages: C, C++, C#, Python
- Gained experience with game engines: Unity, Unreal Engine
- Explored game engine features: ShaderGraph, Blueprint, HLSL, etc.
- Built a custom 3D rendering engine and a game engine using SFML in C++
- Introduction to Game Design

Baccalauréat Général

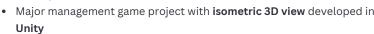
2022 - Campus scolaire de Coulommiers - 77320

- Specializations: Physics-Chemistry & Biology
- Participated in an international experiment to produce a recombinant protein

Professional Experience

Development - School Project - Dream Village

March - April 2025



- Full development in C#
- Collaborative project with the Business and Art departments of Gaming Campus to deliver a polished, complete game
- Winner of the Grand Jury Prize at the 2025 Gaming Campus Awards

Development - Professional Project - RATP

March 2025 - Present



- Mobile application project for RATP using Unity and C#
- Fast-paced development aimed at trade shows to showcase various careers within the company

Development - School Project - Hover Racing

March 2025



- Physics-based game developed with Unreal Engine 5
- Programming in C++ and Blueprint
- Used advanced engine features such as Niagara, Chaos Physics, and more

Development - Professional Project - Bran Castle

July 2024 – August 2024



- Designed, developed, and optimized a 2D game from scratch using Unity &
- Implemented rigorous testing procedures and performed debugging to ensure stability

Development - Personal Project - GMTK GameJam 2024

August 2024



- Solo participation in the 2024 Game Maker ToolKit GameJam
- Developed a game in **Unity** within 96 hours
- Ranked #5558 out of 7430 participants

QA Tester - Appearence

February 2024

- Conducted comprehensive testing on the game Appearance to ensure stability
- Identified and documented critical bugs with detailed feedback
- Implemented and executed rigorous testing procedures to maintain product quality
- Worked closely with the development team to optimize the user experience

Event Staff – Games Made in France / EVA – Paris Games Week (PGW) 2022/2023/2024



October 2022/2023/2024

- Assisted game studios during the event to present their projects
 - Interacted with visitors, explaining game mechanics and technical aspects
- Facilitated communication between developers and exhibitors