

Yanaël CAILLOT

GAMEPLAY PROGRAMMER

INTERNSHIP : MAY 2025



[Portfolio](#)



Lyon, 69



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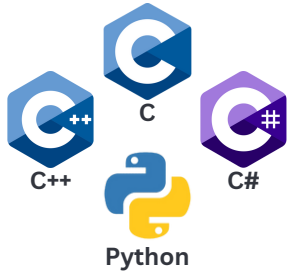
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Technical Skills

Programming Languages



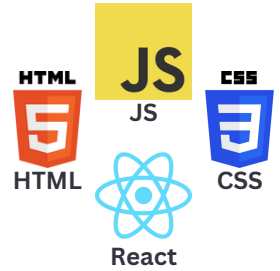
Game Engines



Other



Web Technologies



Soft Skills

- Curious
- Problem-solving
- Analytical skills
- Versatile
- Adaptability

Language

- French: Native
- English: Advanced (C1)
- Japanese: Intermediate (B1)
- LSF (French Sign Language): Beginner

Hobbies

- Game Development & Programming – Personal and academic projects
- Music: Electric bass, singing
- Martial Arts: Black Belt in Karate
- Streaming & Video Games – Participated in Téléthon Gaming 2022

Professional Experience

QA Tester – Appearance

February 2024

- Performed comprehensive **testing** on the game Appearance to ensure stability.
- **Identified** and **documented** critical bugs with detailed feedback.
- Established and executed rigorous testing procedures to uphold product quality.
- Collaborated closely with the **development team** to optimize the user experience.

Professional Project – 2D Game Development

July 2024 - August 2024

- Designed, developed, and optimized a **2D game in Unity & C#** from scratch.
- Established rigorous **testing procedures** and performed debugging for stability.

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

October 2022/2023/2024

- Assisted **game studios** during the event to showcase their projects.
- Engaged with **visitors**, explaining game mechanics and technical aspects.
- Facilitated **developer-exhibitor communication**.

Academic Background

Bachelor's Degree – Computer Science, Game Development

2024-2027 - Gaming Campus - 92800 Puteaux

- Ranked top of the class in third year

High School Diploma (Baccalauréat Général)

2022-2024

Campus scolaire de Coulommiers - 77320

- Specializations: Physics-Chemistry & Biology