

Yanaël CAILLOT

GAMEPLAY PROGRAMMER



Portfolio



Lyon, 69



ycaillot@gaming.tech



+33 6 49 51 89 19



/ycaillot

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

- Major management game project with **isometric 3D view** developed in **Unity**
- 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 & C#**
- 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 – Appearance

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**

