

# Yanaël CAILLOT

## GAMEPLAY PROGRAMMER

INTERNSHIP : MAY 2025



[Portfolio](#)



Lyon, 69



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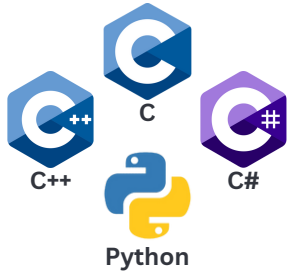
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### Technical Skills

#### Programming Languages



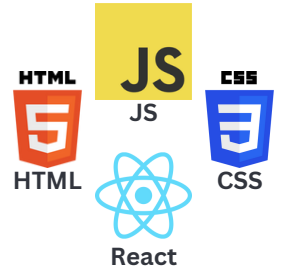
#### Game Engines



#### Versionning Tools



#### Web Technologies



### Soft Skills

- Curious
- Problem-solving
- Analytical skills
- Versatile
- Proactive

### Langues

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

### Hobbies

- Game Development & Programming
- Streaming/Video Games
  - Téléthon Gaming 2022
- Music
  - Electric Bass
  - Sing
- Karate : Black Belt

### Professional Experience

#### Professional Project – 2D Game Development

July 2024 - August 2024

- **Development** with Unity
- C# **programming**
- Needs **analysis**
- **Testing** procedures
- **Debugging** and **bug fixing**

#### Volunteer Student – Paris Games Week (PGW) 2022/2023/2024

October 2022/2023/2024

- EVA: Arena operator (2022, 2023), player **assistance**
- Jeux Made in France: **Assisting** studios, **communicating** with visitors

### 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