FAVRAUD JUSTIN
Game Development Intern

CONTACT

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LANGUES

French	Native
English	B2
German	A2

PROGRAMMING LANGUAGES

- **Python**
- **C**
- **Java**
- **C#**
- **OCaml**
- **C++**

PROJECTS

- **Long-term Project – Game Engine (C++ / SDL)** Engine architecture, scene management, and implementation of core games systems.
- **University Projects – Team-based Game Development** Gameplay programming, engine integration, and coordination with other disciplines.
- **Game Engine Experiments (Unity, Godot)** Gameplay prototyping, state machine systems, and exploration of engine pipelines

TECHNICAL SKILLS

- 2D / 3D Game Development
- Game Engine Development & Usage (Unity, Unreal Engine, Godot)
- Automata and Formal Languages (foundations)
- Data Structure and Graphs

PROFILE

Computer Science student focused on game development, with a strong interest in gameplay design, game engines, and software architecture. Curious and motivated, I enjoy learning through hands-on experience on personal and academic projects, both independently and as part of a team.

EDUCATION

Master's Degree – Humanities & Creatives Industries (Video Games & Management track) – Université Côte d'Azur
9/2025 – Ongoing

- Individual and team-based video game production involving multiple industry roles
- Project management and organizational studies in creative industries

Bachelor's Degree in Computer Science – Université Côte d'Azur
9/2022 – 7/2025

- Algorithms and programming
- Databases, systems, and networks
- Applied mathematics for computer science
- Individual and team-based software projects

SOFT SKILLS

- Teamwork in multidisciplinary environments
- Project management
- Technical Communication
- Autonomy and organization
- Collaborative mindset
- Professional attitude