

# Youva GAUDÉ

*Intern Game Developer*

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## Education

- 2016 – Today **42**, Paris.  
Tuition-free school with a great emphasis on teamwork and peer learning.
- 2016 **Baccalauréat STI2D**, *information and digital systems*, (ISCED 3).  
High Honours.

## Projects

**Golf Rush**, *game jam*.

Ludum Dare 41 entry, a mix between a platformer and a golf simulator with pygame.

### 42 cursus projects

**Corewar**, *including an SDL visualizer*.

A virtual arena where programs written in assembly fight each other.

**Minirogue**, *game jam*.

A rogue clone in Python made in less than 7 hours with a student from MINES ParisTech.

**Lem-in**, *including an SDL visualizer*.

A graph theory/pathfinding implementation about optimizing the moving of units from one point to another.

**Push-swap**, *including an SDL visualizer*.

An implementation of sorting algorithms with restrictive stack operations.

### Previous experiences

- 2014 **Created an high school programming club**.
- 2013 **Developed a snake in C with SDL**.  
(First programming experience)

## Technical skills

**Proficient:** C, SDL, Vim, Git, Shell

**Eager to learn:** C++, Rust, Python, Lua

## Interests

Music (street performance, official scenes, workshops lead)

Game Design theory, Japanese culture, Travel (Australia, Europe, Reunion Island)