# Youva GAUDÉ

*Game Developer*

*Paris, France*
☏ *+33 6 73 26 58 73*
✉ *contact@youva.fr*
🖥 *www.youva.fr*
 *github.com/Eviber*

## ▬▬▬ Education

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

## ▬▬▬ Projects

**Game Jams**.
Several game jams, mostly made in Lua with Love2D. More about these on my portfolio.

### 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**.<br>(First programming experience) |

## ▬▬▬ Technical skills

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

**Eager to learn or perfect:** C++, Rust, Python

## ▬▬▬ Interests

Music (jams, street and stage performance, workshops lead)

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